CENTRAL CASTING™:

# HEROES FOR TOMORROW

## Character Creation System for Science Fiction Roleplay Games



by Paul Jaquays

**Unflatten your cardboard characters!**

Breathe life into your science fiction adventurers. Give depth, motivation and a sense of personal history to every player character and NPC in your campaign! NOT for Game Masters only!

TASK FORCE GAMES™

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Also Available: **Central Casting™: Heroes of Legend.** Product #8542. Background system for Fantasy Games.

CENTRAL CASTING™

# HEROES FOR TOMORROW

## Character Creation System for Science Fiction Roleplay Games

A detailed, stand-alone system for creating intensely individualized, involved and invigorating backgrounds, personalities, motivations, and skills for both player characters and nonplayer characters alike—complete with roleplay hints, gameplay benefits, and guidelines for fitting skills into any roleplay rules system.

**by Paul Jaquays**


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More than just a good idea (or two)

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# Introduction

I want to let you in on a secret. *Central Casting*™was originally supposed to be just one book. I had this great idea for a book that would (in a clever generic sort of way) deal with every imaginable type of roleplay gaming system and character type, from fantasy adventure games to futuristic, hard-science fiction roleplaying. Everything would have been in there, magic, dragons, space ships, tentacled horrors from the outer darkness, big guys in spandex long-johns and capes ... just everything.

Luckily, it didn't work out that way. Roleplay accessories that weigh in like the Manhattan yellow pages and wield a sticker price that could go neck-and-neck with a compact car are not particularly good ideas for the adventure game market. So together, Task Force and I partitioned the book into three logical groupings.

First, there came *Central Casting:™ Heroes of Legend*, a background creation book for fantasy adventure characters. That book was just chock-full of details to expand the roleplaying horizons of players and game masters everywhere. It really seemed like I had put everything into it that I could.

Of course, that was before this book. When it came time to do a science fiction book, I had to reevaluate what went into it. For various arcane reasons, the page count was to stay the same. Nevertheless, everything that dealt with the basic aspects of character creation had to stay and any extra space would be allocated for special "science fiction" stuff. A quick analysis brought forth the analogy of the five-pound bag which must contain the proverbial 10 pounds of "stuff," or your suit case at the end of a vacation. I think I solved the problem in much the same way—I stood on it, smushed it down and packed it in 'til it all fit. If you're familiar with CC1 (uh ... that's what Ruta and I call *Central Casting: Heroes of Legend* in order to speed up conversations) you'll be happy to know that all the basic stuff from that book is here along with even more stuff (a software upgrade helped pack more type on the pages). And there's more, lots more! Somehow I managed to cram it with all sorts of special stuff to deal with your favorite SF game systems, including more specific conversion notes.

I did say we broke Central Casting down into three groupings, didn't I. Yet, if I told you where we were going from here, I would be giving away vital trade secrets. So I leave it up to your more-than-fertile imaginations as to where we go from here. Um ... your comments and suggestions for that hypothetical future book (let's call it CC3 for short) would be appreciated. Thanks in advance.

Special thanks go to folks at Task Force Games, FASA Corporation, Iron Crown Enterprises, R. Talsorian Games, TSR, Palladium Books, and West End Games who contributed reference books and information for use in developing this product. Also extra special thanks to Ruta who edited my variable English and to Bruce Jaquays and B. Dennis Sustare for their suggestions.

## Footnote to the Introduction

There is slightly more than a remote possibility that certain aspects of this book may not mesh perfectly with your favorite science fiction or science fantasy roleplay game (or may not even mesh well with other aspects of this book). In the ... um ... unlikely chance that such an improbable situation occurs, I've provided a simple way out. The careful application of tagentially-polarized anti-matter plasma to the data-link on the back cover will either smooth out the problem ... or end the universe as you know it. Sorry, but there's still a few bugs in the system.

Still, if you find something that really just doesn't work, my rule of thumb is to simply throw out the second roll (the one that conflicts) and reroll.

Paul Jaquays
August 14, 1989

# How to Use this Book

**Let's do it!** Grab your favorite bag of dice, and we'll start creating super-exciting dynamic characters that look, feel, and act like they just walked out of the pages of a *real* science fiction novel (well ... maybe not Ellison, Heinlein, or even Michael A. Stackpole, but still larger than life and pretty neat stuff).

## Before Starting

**Make sure you have the following items:** a variety of dice (d4, d6, d8, d10, d20—if you don't know what these are see *Dice Explanations* on page 7), a sharpened pencil, several photocopies of the character worksheet, and a couple bookmarks (trust me, you will need these at first). Permission is granted to photocopy the worksheet on the inside back cover for personal use only.

## Getting Started

Creating character histories is fun, but it takes time. Plan on spending as much as a half-hour per character. However, there are short-cuts you can take. For a quick NPC (or player character) history, go to *NPCs: Creating Special Characters* on page 9. If you just want to get going, jump ahead to *Future Histories* and start rolling dice. On the other hand, if you want to know what to do when you get there ... read on.

## Those Funny Numbers

You've probably noticed that every table starts with a three-digit number like 101 or 745. There are a couple reasons for this.

Initially, you use these tables in sequence. After *Table 101: Character Race* you go to *102*, then to *103* and so on. When you complete *Table 312: Alignment & Attitude*, you're done (mostly).

However (you ask), if *312* is the last table, why do tables *413* through *967* exist? Good question!

The rest of the tables are like data banks in a computer or reference books in a library. Although the table numbers have nothing to do with the Dewey Decimal System, they do divide the tables into nine general categories. You will be jumping around from table to table, grabbing a bit of data here, a piece of information there until you are done creating the history.

| | |
|---|---|
| 100's- | Character's Heritage and Birth |
| 200's- | Significant Events of Life & Education |
| 300's- | Personality Development |
| 400's- | Occupations & Hobbies |
| 500's- | Miscellaneous Event Tables |
| 600's- | Personality Traits (good, bad, and weird) |
| 700's- | Various People/Being types |
| 800's- | Miscellaneous Other Stuff |
| 900's- | GM's ONLY (players not allowed) — we're serious about this. Players and GMs don't read this unless you are told to by the book. Don't spoil it for your later characters. |

# Rules & Terms 'n Stuff

*Central Casting : Heroes for Tomorrow* is a generic roleplaying aid for use with all science fiction game systems. Even though the game rules are as varied as humanity, like humanity, they all share basic precepts. The *Central Casting* system builds upon these likenesses to provide solid game-play benefits for the characters whose histories it creates. A basic set of mechanics for generic attributes and relative skill systems follows. In some cases these will be guidelines, in others minimal rule systems are set forth to accommodate special skills that may not be duplicated by each and every game system.

These "rules" are here to help you adapt the *Central Casting* histories to your favorite game system, not to replace those rules. In all cases, the Game Master (GM) who moderates the game campaign is the last word on his game world, not this book! The author strongly suggests that your GM be allowed to read this book before creating histories for characters in his world and that if possible, the GM be allowed to be a part of creating that history. Keep in mind, however, that this is now *your* book; if you wish to change anything, go ahead!

**Sexism and Central Casting:** People who are bothered by the editorial use of the pronouns "he" and "his" to describe members of both sexes will be annoyed by this book. This editorial style has been adopted to resolve the cumbersome (and space intensive) use of "he or she" and "his or her." Assume that unless something in the book is gender-specific, all uses of "he" or "his" can refer equally to both sexes. The author trusts that this bow to convenience will not dampen your enjoyment of the book, but makes no apologies for it.

## Character History Worksheet

Go to the back inside cover. See the form there? Good! Make a bunch of copies of it (Go on, the publisher's already said it's OK. Trust me!). Notice how lots of lines have those funny numbers we talked about earlier next to them. Well, the information you need to fill in the blanks next to each number comes from a table in this book with a matching number. In fact, if you want, you can ignore all these VERY IMPORTANT (but time-consuming nonetheless) instructions and just go to the tables indicated by the numbers there and follow those directions. What do you mean where's the NAME Table? Umm... I think maybe you should just keep reading, OK. I won't tell anybody. I promise.

## Central Casting Skill System

To be all things to all science fiction roleplaying games, the *Central Casting* game aids use an 11-level Ranking system for all skills and abilities that a character may learn, including combat (weapon use), magic use and occupational skills. The Rank system is designed to work with game systems in a relative manner. Based on the 1 to 10 value range for known skills, a character with a Rank 1 skill at something would be a beginner, novice or apprentice, while a character with a Rank 10 ability would be a master whose skills have reached the mortal limits available to those of his racial heritage. The Rank system is easily extended beyond 10 to accomodate those characters whose skills become mythical, approaching those of legendary heroes or demigods.

The *Central Casting* Ranks are:

❑ **Rank 0. None.** The character has no knowledge of, talent for, or skills at the indicated occupation or skill.

❑ **Rank 1. A Raw Beginner.** The character knows just enough to perform a skill, or be dangerous with it.

❑ **Rank 2. An Apprentice.** The character has learned most of the basics, but has yet to become competent.

❑ **Rank 3. Average.** Most folk who practice this skill never go much beyond this level of mastery.

❑ **Rank 4. Fairly Competent.** The characer is better than average and shows talent, but nothing extraordinary.

❑ **Rank 5. Good!** The character may be a journeyman at this skill. Real talent here that needs further developing.

❑ **Rank 6. Very Good!!** The character is good enough to have some razzle dazzle at the skill, but is not yet a master. But then, only a master of the skill would know that.

❑ **Rank 7. A Master.** Many will seek the character for service and instruction .

❑ **Rank 8. A Reknowned Master.** Folk from distant corners of the world (or universe!) know of the character's skill.

❑ **Rank 9. A Grand Master.** There are few, if any with greater skill. The character's skill is known throughout the world (or even the galaxy!). Such talented people are quite rare.

❑ **Rank 10. Legendary Skill.** Though still within mortal bounds, tales of the character's prowess will live on long after he is gone. Hardly ever encountered.

❑ **Rank 11+. Mythical Skill.** The character has ability far beyond the mortal norms. Some kind of alien, superscience or supernatural influence must be present for the character to obtain this level of skill.

## General Attributes

It is fair to say that no two science fiction game rules systems are exactly identical, especially when it comes to a character's attributes, the building blocks which form the character's physical and mental existance and define many of the character's basic skills, his life energy, psionic ability and so on. Nevertheless, most, if not all, systems build their characters up from similar types of attributes.

*Central Casting* assumes that most characters will have basic attributes similar to or based on the ones described below. During the course of generating a history, some of these attributes may be modified by events in the character's life. Record any modifications to the character's attributes in the spaces provided in the lower right-hand corner of the history worksheet.

❑ **Strength.** Sometimes called Physical Strength, this is a measure of the character's ability to lift, move, wear or use things. Low Strength indicates a weakling, while high Strength is found in musclebound heroes.

❑ **Intelligence.** Also called IQ. This is braininess, the ability to think logically, solve problems, and deal with complicated concepts. Low Intelligence indicates deficient mental ability. High Intelligence is genius level.

❑ **Luck.** Called Power by some, it can also be an indicator of the character's Sanity. It is a measure of the character's innate ability to ride out the influences of the random events of the universe.

❑ **Willpower.** This is a measure of a character's ability to resist psionic (mental) attacks, overcome personal temptations, or urge his body on to feats above and beyond their normal capabilities. It is also his strength for psionic attacks against others.

❑ **Dexterity.** Sometimes referred to as Agility or even Physical Prowess and includes Manual Dexterity. It is a measure of a character's nimbleness, the ease with which he moves. Low Dexterity means a slow, clumsy character, while high Dexterity can mean a hand that is truly quicker than the eye.

❑ **Constitution.** This is the measure of a character's health, his physical well being. A character with a high Constitution can generally be expected to endure physical hardships with ease, and be more resistant to disease and injury.

❑ **Charisma.** Used here in the sense of personal magnetism or leadership ability, this is not Appearance. A character with low Charisma would have problems attracting followers.

❑ **Appearance.** This is also called Physical Beauty or Comeliness, but is often called Charisma. It is essentially a character's looks, what others see. A low Appearance is unnattractive, while a character with very high Appearance would literally stun members of both sexes. If a game system does not normally have an Appearance attribute, the Charisma attribute does double duty and represents both.

❑ **Age.** This is the character's physical age. When a character is born, he is age 0 (zero). Most events that happen to a character occur at a specific age. Usually, these characteristics are calculated forward from birth. When creating beginning player characters, *Central Casting* assumes they begin adventuring just as they reach adulthood. The chart at the bottom of the page shows the life stages for a typical human character.

**Childhood.** Childhood covers the years prior to adolescence. During this period, a character is rarely able to match an adult in anything. A character at this age will only have (1d6x Age)% of his Strength, Constitution, and Intelligence attributes.

**Adolescence.** During this period, the character transcends from childhood into adulthood. A character at this age will only have (1d6x 10)+30% of his Strength, and Constitution attributes.

**Adulthood.** This is quite often as much a social consideration as it is a physical one. The character is assumed to be a full and responsible member of society. All the character's attributes are at their peak.

**Mature, Elderly, and Ancient.** At some point in a character's life, his body begins to slowly deteriorate under the burden of age. His reflexes slow, his strength wanes and his mind wanders. Those attributes that decline with advancing age and the stage of life in which attribute decline begins, is listed below. When a character reaches an age in which decline could begin (see chart below), roll a d8 for each affected attribute. If the result is an 8, reduce the attribute by 1 point (See *Bonuses* on page 5 for how this affects characters with maximum attribute ranges higher than 18). Roll once each year thereafter.

Dexterity decline begins at Mature
Strength decline begins at Mature
Appearance decline beings at Elderly
Constitution decline begins at Elderly
Intelligence decline begins at Ancient

| Race | Adolescent | Adult | Mature | Elderly | Ancient |
|---|---|---|---|---|---|
| Human | 13-18 | 19-39 | 40-60 | 61-80 | 81+ |

**Age & Technology.** For Tech Levels above 8, add the Tech Level number (see *Table 102: Technoculture*) to the age ranges for Adult and upward, indicating the life lengthening tendencies of higher Tech Levels.

**Age & Aliens.** Chances are that alien or mutant beings will age at a different rate than a human being. Many game systems provide age specifications for alien beings. If age effects are important for roleplaying an alien character, the player or GM may need to make an age chart for the alien race similar to the one shown above for humankind. If no age is given for the race (or if a new race is being created) you will need to decide whether the race lives a longer or shorter life span than a human and how quickly it matures and declines.

# Applying the Guidelines

OK, now you know what is meant by having a Rank 1 skill with a blaster and approximately what characteristic is implied when the text mentions Physical Strength. Although it's easy for me to say "a character with a Rank 10 ability would be a master of legendary skill who has reached the mortal limits available to those of his racial heritage," what does it mean? How do you apply this to your game? What are some quick, fast rules to convert skill Ranks to *your* game system?

*Central Casting* admittedly favors skill-based game systems (as opposed to character-level-based systems). Where the rules already deal with multiple character skills, it is easier to add to or modify those skills. Where such skills do not exist, the player and his GM may want to superimpose them on the game system.

## Converting Ranks

Game systems, despite their differences in content, tend to fall into general classifications as far as their actual game mechanics are concerned. The guidelines that follow suggest methods for converting skill Ranks gained from a *Central Casting* background into skill levels, percentages, bonuses or modifiers for a number of popular, not-so-popular (and even antique!) gaming systems.

The classifications are based on the way that the games approach the usage of character skills. Look for your favorite rules system in the examples following each general classification. Special notes are given for a few systems, but don't expect these guides to create an absolutely perfect fit for each and every game system. You, or your GM might want to use these guidelines as a starting place, then tweak them even further to get a tailored fit.

**Trademark Note:** The inclusion of these product names in no way implies an approved usage or official licensing of the contents of this book with any of the mentioned products. Furthermore, the use of any product without mention of its trademark status should not be construed as a challenge to such status. Please note that *Paranoia™* is a trademark of West End Games and *Mechwarrior®* is a registered trademark of FASA Corporation.

**Skill levels (0 to 10+ Range).** *Shadowrun™* game, *Star Wars® The Roleplaying Game*, *Warhammer 40,000 Rogue Trader™* game, *Mechwarrior®* game, *2300 A.D.™* game, *Mekton™* game, *Cyberpunk™* game, and the *Catalyst™* roleplaying aids.

**Basic Notes:** These games generally assume a skill range of 01-10, where a "0" ranking means no skill at all. The *Central Casting* skill Rank equals the character's skill level.

**Shadowrun™ Game Notes:** Any skills are acquired at a minimum skill Rank of 2 and a maximum skill Rank of 6.

**Star Wars® Game Notes:** Add the *Central Casting* Skill Rank to the number of dice in die code appropriate for the skill (from the character template) to get the the die code for the skill.

**Warhammer 40,000™ Game Notes:** Since this is primarily a miniatures rules set, roleplay backgrounds and skills may be superfluous. Nevertheless some skills may be useful to those gamers willing to use them. Each skill has a separate rating, just like the characteristics. To use a skill, roll a d6. The chart below shows the minimum d6 roll needed for a successful skill use. The skill use succeeds if the total of the d6 result and any modifiers that the GM cares to add is equal to or more than the number below the character's skill level.

| Skill Level | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| d6 Score | 6 | 5 | 4 | 3 | 2 | 1 | 0 | -1 | -2 | -3 |

**Skill levels (0-20+ Range).** *GURPS®* game, *Space Master®* game, *Living Steel™* game, *Paranoia™* game, *Time-Lords™* game, *Fringeworthy.*

**Basic Notes:** These games often assume a skill range of 01-20, where a "0" ranking means no skill at all. The player usually has to roll equal to or under the skill number on either a d20 or 3d6. For skill level, multiply *Central Casting* skill Ranks by 2. Then roll a d6 for the final skill level. If the result is 5-6, subtract 1 from the resulting skill level.

**GURPS® game notes:** Double the *Central Casting* skill Rank and add 3 to obtain a corresponding skill level for this game.

**Space Master® game notes:** Subtract 1 from the *Central Casting* skill Rank. Multiply the remainder by 3. Add 1d3 to the result. Use the Skill Rank Bonus Chart in the Player Book to calculate the normal skill bonus.

**Percentage Skills.** *Star Trek® the role playing game, Robotech™ the roleplaying game, Teenage Mutant Ninja Turtles® and Other Strangeness* game, *Aftermath™* game, *The Morrow Project™* game (roleplay expansion), *Future•World.*

**Basic Notes:** These games generally assume a skill range of 01-100. The player usually has to roll equal to or under the skill number on a d100. If a selected skill duplicates a skill in the rules, use the base chance for the skill, then multiply the *Central Casting* skill Rank by 5 and add the result to the base as a one-time bonus. If the skill is not covered in the rules, then multiply the *Central Casting* skill Rank by 10 to obtain the starting value for the skill. Thereafter, skill increases are as defined by the game.

**Dice Modifier Bonuses.** *Car Wars®* game, *Traveller®* and *Megatraveller™* games, *Star Frontiers™* and *Spelljammers®*, games, the *Renegade Legion®* roleplay game, *TWERPS™* game.

These are values used to modify the outcome of dice roll skill checks during game play. Use the following conversion table to obtain the bonus modifiers for dice rolls. Cross reference the *Central Casting* skill Rank with the column for the appropriate game system (Trav.= Traveller®, Megatraveller.™ Car = Car Wars®, SF = Star Frontiers™, Spell = Spelljammer™):

| Cent. Cast. Rank | Trav. DM | Car DM | SF Level* | Spell | TWERPS Bonus |
|---|---|---|---|---|---|
| 1-2 | +1 | 0 | 1 | see below | +1 |
| 3-4 | +2 | +1 | 2 | +1 | +2 |
| 5-6 | +3 | +2 | 3 | +2 | +3 |
| 7 | +4 | +3 | 4 | +3 | +4 |
| 8 | +5 | +3 | 4 | +4 | +4 |
| 9 | +6 | +4 | 5 | +5 | +5 |
| 10+ | +7 | +3 | 6 | +6 | +6 |

*** Star Frontiers™ game notes:** For the *Star Frontiers™* game, assume that any skill not covered by the rules has a base chance of 1d6 X 10 (DM's discretion advised).

**Renegade Legion® Roleplay game notes:** Use the *Central Casting* skill Rank as the skill level.

**Spelljammers™ game notes:** *Central Casting* skill Ranks 1-2 correspond to the basic level of proficicency usage.

## Generic Skill Use Rules

**Skill Rules:** When a character wants to use a skill, the player must decide what he wishes to accomplish, then use the following steps to determine success at the skill:

1. Have the GM assign a difficulty rating to the task between two (automatic success) and 50 (nearly impossible for even a Rank 10 skill master). Remember, the statistical average for a single d6 roll is 3.5.
2. For each skill Rank the character has, he may roll 1d6 (up to a maximum of 20d6 for characters with god-like skills).
3. If the value of a character's attributes (such as a high Dexterity or a poor Strength) seems likely to affect the outcome, dice may be added to or subtracted from the character's skill dice (GM's decision stands here). Add an extra d6 for high attributes, subtract a d6 for poor ones.
4. If the character's totalled die results exceed the task's difficulty rating, he succeeds with the skill. If it is under the difficulty rating, he blows it (fails).

**Special circumstances** may modify this system. When performing a skill under extreme duress (high stress or danger to life and limb), the GM may, at his discretion, remove one or more of the character's lowest individual die results from the total. However, he must announce this BEFORE the player makes any die rolls.

**Special Success:** If the character rolls all 6's on a task he would have any chance of success at, he succeeds regardless of any other modifiers that might reduce the number of dice. If the result would normally exceed the difficulty rating, the character not only succeeds, but the results of the success are beyond his wildest expectations (GM interpretation is very important here!).

**Fumbles:** This is a "blow-it-badly" result. There are two ways to set this up. Method A: Mark a big red **X** on the "1" side of one die used to roll the skill check. If this die face comes up during the roll, *and* the character's die results are less than the difficulty rating, the character "fumbles." Method B: If the character rolls all 1's, regardless of the difficulty rating, the character fumbles. You may wish to use both methods. A fumble means that not only has the character failed in what he tried to accomplish, but that the end result is the worst thing he could imagine happening.

**Improving skills during game play:** To improve a skill, the character must perform difficult tasks, ones which allow the character a chance to fail. Each time a character uses a skill on a task with a difficulty rating that is at least equal to the skill's Rank x 3, make a "hash-mark" next to it. After each adventure, the character may either attempt to improve the skill or wait to accumulate additional hash marks on a future adventure.

To improve the skill, roll 2d6. If the result is less than or equal to the number of hashmarks minus the character's Rank with the skill, the skill improves by one Rank. A roll of 12 is always a failure. After rolling, remove all hashmarks from the skill. Regardless of success or failure, the character must start over again collecting new hash marks for succesful uses.

## Bonuses

**Skill Bonuses/Penalties:** These are expressed as a number of Ranks to increase or decrease an existing skill. For beginning characters, the GM should not allow any skill to exceed Rank 6 before starting play. NPC skills may go higher as needed to fullfil their intended purpose in the game.

**Attribute Bonuses/Penalties:** Throughout *Central Casting*, characters are rewarded (or penalized) with changes to their existing physical attributes (such as Strength, Constitution, etc.). The player is told to add to or subtract points from an attribute. Record these changes in the section provided for them in the lower right corner of the worksheet.

Although these modifications are given as a fixed value (such as 1 point or 1d3 points), the actual value of the modification depends on the highest score possible for the character's attributes when *creating* the character (Example: 3d6 yields a maximum value of 18). If the maximum possible attribute score is higher than 29, the player must multiply the modification points by a conversion factor to find the actual number of points added to or subtracted from the attribute (see the conversion chart on page 6 for the factors and atttribute ranges).

The GM should review and approve all changes brought about by attribute increases or decreases. He may not want a demigod or a hopeless wimp running around in his campaign.

**Bonus Point Conversion Table**

| Maximum Possible Attribute Score | Conversion Factor |
|---|---|
| 01-29 | x 1 |
| 30-49 | x 2 |
| 50-69 | x 3 |
| 70-89 | x 4 |
| 90-100+ | x 5 |

## Survival Skills

If you were dumped naked in the midst of a forest or in a back alley of an unfamiliar city, could you survive? Most people have the skills necessary to exist by their wits in their own familiar environment, assuming no outside support. Survival Skills are similar to occupations: they encompass a number of skills, rather just one. Survival skills are the means to provide the character with basic necessities: food, water, clothing and shelter. A Rank 1 Survival Skill indicates the character is barely able to survive in a familiar, "safe," environment. At Rank 3, the character can get by in a familiar place. A Rank of 5 would indicate an ability to get by even in a strange locale, while Rank 10 would indicate that the character can survive and even thrive in a truly exotic or alien setting.

*Central Casting* recognizes three distinct environments: Wilderness, Rural and Urban. A character's Cultural Background and Social Status will determine the quality of his skills and the environment for which those skills are best suited. A space for all three settings has been provided for Survival in the SKILLS section on the character history worksheet.

**Wilderness Survival** skills let the character survive in the great outdoors. The character can find food, shelter and water in the wilds, avoid natural predators, even live through dangerous weather conditions and environments.

**Rural Survival** deals with a cross between wilderness and Urban, often found in and around small villages, farms and frontier outposts.

**Urban Survival** skills let the character may make his way in cities. The character knows common customs, where to buy or find food, where to find shelter, how to avoid becoming a victim of sentient predators, even how to find work.

## Literacy

Literacy is a character's ability to read and write his native language. A space has been provided for the character's Literacy skill in the SKILLS section on the worksheet. A character's Tech Level, Culture and Social Status will affect the quality of Literacy skills.

A literate character's initial Literacy Rank will be equal to 1d4 plus his *SolMod* (see *Table 103: Social Status*) and will never have an initial Rank of less than 1 nor more than 7.

## Starting Money

Central Casting Heroes for Tomorrow uses the generic term "credit" to represent a unit of money. In most places, money is the thing one needs to get by. New player characters are often assigned a certain amount of money to purchase supplies. This is called "Starting Money." Some entries in *Central Casting* will modify a character's Starting Money, usually multiplying it by a percentage. Keep a running tally of these money modifications in the space provided for Starting Money Modifier in the box in the lower right hand corner of the character history worksheet.

# Creating a Character History

Although you can do this just for fun, you may want to actually have a character to write about. Follow these steps:

**One.** Generate the attributes for your character, using the science fiction game system of your choice.

**Two.** Take a copy of the worksheet in the back of this book and record the character's name, attributes, sex and anything else you or your game master have already decided about the character.

**Three.** Grab your dice and generate a *Central Casting* background. Read the Future History stuff on pages 13-14 and pick one that applies (this is optional). Then, if you haven't chosen the character's race, begin at *Table 101: Character Race* on page 15. Chances are, however, that you've already picked what race the character will be. Well then, go to *Table 102: Technoculture* and follow the directions.

Each table contains the instructions you need to use it: the kind of dice to roll, where to record information on the worksheet, and what to do next. Instructions within the table may temporarily send you to another table to resolve something. *Leave a book mark where you are at before going on to the requested table.*

When you are done on a page, look at that big black band across the page bottom. The message there tells you where to go next. When it says "From here—Return to the Table that sent you here ... " do just that, go back to the most recent bookmark you left behind (I said you would need these!).

*Tables 101* through *312* follow each other in sequence. The character will use most of these tables in their given sequence. Record the information you get on these tables on the lines provided on the worksheet).

**Four.** Match the character's *Central Casting* skills against the game system's skills and fill in the character sheet (from the game) with any appropriate notes, skills and attribute changes.

**Five.** Write the character's "biography." Read *Motivations* on page 8 for help in selecting the character's reasons for living.. Then read through *Linking Events* on page 11 to get helpful hints for turning your page of raw data into a unified character history (like writing your own fantasy novel—sort of).

## Central Casting & "Skill Buying"

In those game systems (such as the *GURPS®*, or *Mechwarrior®* games) where the creation of "balanced" characters is based on spending a fixed number of points to acquire a character's attributes and skills, try the following:

**One.** Select the character's attributes as normal, spending no more than 50% of the character's purchase points on them and reserving the rest for character development.

**Two.** Roll up a *Central Casting* background, making special note of any modifications to the character's attributes, or "flaws" that may give the character additional purchase points.

**Three.** Compare the details of the character history against the game system's costs for skills, social standing, physical and character benefits or flaws. Add and subtract points from the remaining purchase points as indicated by the costs of the abilities or flaws gained from the *Central Casting* history.

**Four.** If the character's expenditure of points exceeds his allowable purchase points, trim back the skill ranks of some skills to lower, less costly levels.

**Five.** If the character ends up with additional points to spend (due to character flaws or unspent points), purchase skills that are in keeping with the general flavor of the character's background. Choose skills that logically complement any existing skills.

# Dice Explanations

You need dice to use *Central Casting*. Raiding a couple board games for a handful of six-sided dice will not do. *Central Casting* assumes you have polyhedron dice, that is: four, six, eight, 10, 12, and 20-sided dice. At least one of each type is needed, but it would be best to have either two 10-sided or two 20-sided dice in different colors. In all likelihood, the place where you bought this book will also have the dice.

Throughout *Central Casting*, abbreviations are consistently used to refer to the different die types. The letter "d" preceding a number indicates a die. The number following the "d" is the number of sides on the die and usually indicates the the highest number that can be rolled on that die. The number preceding the "d" indicates the number of dice of that kind to be rolled. Still other dice are created by combining or modifying other die rolls (see specific die types below).

Examples: If a d6 is called for, roll a single six-sided die. For 2d4, roll two, four-sided dice and add the results together. If a die type is shown with a plus (+) sign and a second number after the die type, such as "1d4+3," then the number after the plus sign is added to the die roll. If a minus sign follows the die type, then any following number is subtracted from the die roll as in "2d10-1." *Central Casting* uses the following real and simulated dice:

- **d2 or "Hi/Lo."** Technically, this is not a die. When indicated, it means that a six-sided die should be rolled. If the result is 1, 2, or 3, the roll is low (Lo) or 1. If the result is 4, 5 or 6, the roll is high (Hi) or 2.
- **d3.** Not a true die. The result of a d3 is obtained by rolling a six-sided die. A result of 1 or 2 means 1. A result of 3 or 4 means 2. A result of 5 or 6 means 3.
- **d4.** A four-sided die: generates a number from 1 to 4.
- **d5.** Not a true die. The result of a d5 is obtained by rolling a 10-sided die. A result of 1 or 2 means 1. A result of 3 or 4 means 2. A result of 5 or 6 means 3. A result of 7 or 8 means 4 and a result of 9 or 10 means 5.
- **d6.** A six-sided die (probably the most familiar type): generates a number from 1 to 6.
- **d8.** An eight-sided die: generates a number from 1 to 8.
- **d10.** A 10-sided die: generates a number from 1 to 10. However, it is often marked 0, 1, 2, 3, 4, 5, 6, 7, 8, 9. When used as a d10, the zero means 10. A 20-sided die easily sim-ulates a d10 if it is marked from 0-9 twice (and not 1-20).
- **d12.** A 12-sided die. It generates a number from 1 to 12.
- **d20.** A 20-sided die: generates a number from 1 to 20. However, many d20s are marked 0 to 9 like a d10, but repeated twice. In this case, you need to indicate which set of 0 to 9 represents 1 to 10 and which set represents 11 to 20 (color each set of numbers with differently colored pens or crayons). Or use a d10 and a d6 to simulate the result of a d20. Roll the d10 for a number from 1 to10, and the d6 to obtain a "Hi/Lo" value. If the d6 is Lo, the d10 value is 1 to 10. If the d6 is Hi, add 10 to the d10 roll to get a number from 11 to 20.
- **d100.** A 100-sided die: generates a number from 1 to 00 (100). A true 100-sided die is commercially available. However, a d100 is easily simulated with two d10s (which must be different colors). One d10 will represent a 10's digit (multiply the die result by 10) and the other the one's digit (1 through 10). After specifying which die represents the 10's digit, roll the dice. Add the results. Example: results of 40 (4 x 10) and 6 added together become a result of 46.
- **Percentiles.** Often, *Central Casting* will state that there is a percentage chance that some circumstance will occur, such as "There is a 15% chance the character will be left-handed." To obtain a percentile result, roll a d100. If the result is less than or equal to the given percentage chance, the circumstance occurs. If the result is greater than the chance, the circumstance does not occur.

# Other Uses & Abuses

This *Central Casting* book is not limited to just creating character histories. A clever (or desperate) GM can use this book to double for a vast (OK, modest) array of other roleplaying aids. It can be used as a combat system for battles between armies. It can form the basis for adventure scenarios. It can fill the time between adventures with interesting happenings. It can be used to create businesses for a town, predict the future and set up random street encounters. All it takes is a little imagination.

**Wars & Rumors of Wars:** Use *Table 531: Battle Ready!* to quickly fight wars. Always let the player character's side roll first. The high roll wins. The Battle Results Table tells of any additional effects on the player characters involved.

**Inbetween Adventures:** Between each adventure, select one character to be the subject (or victim) of an event. Select the event on *Table 211: Significant Events of Adulthood*. Modify the event to work with the character's current circumstances. Be sure to involve other player characters in some way. Have the event affect subsequent campaign play in a meaningful way, such as setting up an adventure or providing a new patron, etc.

**Who's Minding the Store:** Need to select businesses for a town? Decide the town's Tech Level (refer to *Table 102: Technoculture*). Use *Table 413: Occupations* to randomly select businesses in that area. You may wish to make up your own table for this function. In addition to occupations, your table could include residences, public buildings and religious edifices. You can also use *Table 107B: Noteworthy Items* to describe the business's proprietor.

**Aliens:** Use this *Central Casting* book to create new alien or mutant races. Make 1d2+1 rolls *Table 748: Aliens* to select a general type, cleverly combining the results of the rolls. Next select Tech Level and Culture on *Table 102: Technoculture*. Use *Table 312A: Personality Trait Types* to select 1d6 notable traits for the race as a whole. Based on the selected traits, select a general alignment and an attitude for the race as a whole. Finally, use *Table 859: Talents, Mutations, & Modifications* to select a noteworth ability for the race as a whole.

**Random Street Encounters:** Use *Table 745: Others* to determine randomly encountered people on the street or to fill a bar, restaraunt, hotel or brothel with clientele.

**Non-Science Fiction Games:** Use *Central Casting: Heroes for Tomorrow* to create backgrounds for characters in Modern Day game systems. Convert any high-tech or alien encounter events into events that fit the time period. Use *Central Casting:™ Heroes of Legend* for fantasy game heroes.

# Motivations:

## Justifying a Character's Life

Why would anyone become an adventurer? What would make someone seek out hideously dangerous situations or brave the unknown? What makes characters do what they do?

In a courtroom situation, an attorney probes to discover why someone would allegedly commit a crime; an actress on stage seeks to justify her movements in front of the footlights; and a teacher looks for a way to make a child want to learn. All three search after the same thing, a *motivation*, something that will provide a reason for future actions or explain and justify past actions.

Every character, whether he is an NPC or a recently created player character has a reason for existing, something that serves as a focus for his life. Usually, it is not a single goal or desire, but something complex, involving several factors.

## Select Motivations

Each character should have more than one motivation. One will always be a strong primary motivation, and the others secondary, less important, but still providing direction. Use the list of motivations that follows as a guide, but feel free to add your own. Select one or more motivations for the character, then customize theme to better fit the character and his history.

Base the selection of the character's motivations on his past, his alignment, his attitude and his personality factors. Don't select motivations that conflict strongly with other aspects of the character's background.

Assign a strength to each motivation, particularly for NPCs. This represents the relative importance of the motivation to the character. Suggested strengths are Trivial, Weak, Average, Strong, Driving and Obsessive. A trivial motivation, would hardly worth the trouble to resolve. Yet a character who is obsessed with the need to fulfill his motivation may stop at nothing to accomplish his goals, and heaven help any who get in his way. Primary motivations should have relatively high strengths and secondary motivations substantially weaker strengths.

Finally, in your own words, write a brief description of the character's motivations on the back of the worksheet to help you make decisions when roleplaying the character.

**Accomplishing Goals:** What happens if and when a character finally does what he set out to do? Does he set a new course for his life or is life as he knows it over? Think on these things as you play your characters. What gets them going again once their goals are met (or do they just sit around and get fat)?

## Character Motivations

What follows are common motivations for fictional characters. You find them in both the best and the worst that genre fiction has to offer.

**Revenge.** This is a perennial favorite. Someone did something to the character or his family and now he's gonna pay them back.

**Working out a past event.** One of the events that happened to the character in his past left something unresolved. An adventure is needed to complete the situation. Example: The character is kidnapped, disappears, and loses 10 years of his life without a trace. His goal then becomes to discover who kidnapped him and why has his memory been wiped clean?

**Faith.** The character's greatest desire is to serve his deity to the fullest possible extent. Every action will be weighted based on the teachings of the religion and the extent of his personal belief. This is a great motivator for quests and crusades in the name of the gods. Please note that characters motivated by Faith need not be good guys.

**Discovery of the truth.** This is finding the truth about something. The character has learned that something in his past is not what he has been told. His goal is to find out the true story, even if the truth hurts.

**Love.** The character lives his life only to serve someone he loves. He puts this person's welfare and happiness above his own. This is particularly suited to characters who have an ongoing romance. The GM may wish to kidnap the beloved as a hook for an adventure (hey, it worked about a zillion times for Edgar Rice Burroughs). Love is also the basis for parent/child relationships, in which a sick or missing child could motivate a character unto adventure.

**Greed.** Unfortunately, this seems to be the basic adventurer motivation: "How much loot can we get (drool, slobber, drool)?" Try to use it as a secondary motivation or at least come up with a justification for loot gathering other than gaining experience points. Why does the character want or need the money? Maybe his sick mother needs 6,000,000 credits for a cyborging operation.

**In the Name of Science.** The character seeks to advance the frontiers of scientific, medical or parapsychological research — good for idealists and mad-scientist-types.

**To Serve Humanity.** Other people always need help and the character realizes that his lot is to help them (this motivation is easily combined with Faith). This could also be directed towards animal rights, the environment, etc.

**Pleasure.** The character's goal is to provide pleasure for himself, to have fun, to feel good. This can range from simply having a full belly and warm place to sleep, to fulfilling base desires and living in luxury.

**Knowledge.** To know more, to know the most, to know it ALL! This is the gain of knowledge purely for its own sake, regardless of its value or intended use.

**Power!** Some people have a need to have the world at their command. It is never a particularly commendable motivation, even when combined with serving humanity. Other things just seem to get in the way of the lust for power.

**Insight.** This is the search for wisdom and it can be separated from the search for knowledge. It almost always involves an attempt by the character to improve himself through better understanding of himself and others.

**To be the best.** This is common among athletes, who strive to be the strongest, the fastest, the most skilled. It also can be a motivation for anyone who has a skill of any kind.

**To reach a goal.** The character has a mission. He must find something or do something that matters to him. This motivation is particularly sensitive to a "what-do-I-do-now" situation once the character actually accomplishes his goal.

**Survival.** The goal is to stay alive. In some sense, this is assumed by other motivations since staying alive is usually a necessary part of the goal. However, here it is in its pure form: the character is striving just to stay alive, probably against odds that would frighten lesser men.

# NPCs: Creating Special Characters

Quite often, the GM or even a player will need to create a supporting character for his game. If you've rolled up one or more player characters with Central Casting, then you know that a good character takes time. Nevertheless, not every character encountered during a science fiction game deserves an in-depth background and history description. Those should be reserved for player characters and major nonplayer characters (NPCs).

This section is a set of suggestions for quickly creating NPC backgrounds, focusing on what we call "stock players" and "bit parts," the kind of almost stereotype characters that one might expect to find in most science fiction games (though some future histories may exclude a few of them as unworkable).

Remember, when creating quick characters: shorter is better (not his height, but the length of his description). Define only as much as is needed to give a good picture of the NPC. One doesn't need to know the full life story of the local hardware merchant, only that he has a cyborged hand and tells stories of a ruined temple he saw briefly while stationed with the space Marines.

**Instructions:** These guidelines assume that you know what type of character you wish to create. Rather than describe each detail of an NPC's life, focus on the things that are different or outstanding, the features of his life or appearance that make him memorable. Each of the categories below outlines major aspects of the NPC that could be different from other NPCs. Follow the steps below to creat your NPC.

**One.** Select an archetype (a basic statement of who or what the character will be) from the list of Archetypes on the next page or create your own archetype to fit a particular need or situation.

**Two.** Use Table *107B: Noteworthy Items* to select some details about the NPC.

**Three.** Review the suggestions below under NPC Special Features to jog your imagination with ideas for customizing the NPCs you create with this *Central Casting* book.

**Four.** Roleplay your NPC to the Max! Make him memorable to the other players!

## NPC Special Features

❑ **Race.** A typical NPC would probably be human. Does the NPC belong to an alien or mutant race? If so select that race from the known races in your game campaign or use *Table 748: Aliens* to jiggle your imagination a bit.

❑ **Age.** Typically, this character would be an adult, not old and not too young. How old is the character. Be creative. Not every star ship captain is a wizened veteran nor is every corporate secretary young (or beautiful). Use the suggestions on page 4 to adjust the character's attributes for the effects of age. Consider giving older characters better skill Rankings—about one additional Rank of skill for each group of 10 years by which the character's age exceeds 20.

❑ **Occupation.** What does the NPC do to put food (or whatever) on the table. Use *Table 413A: Occupation* Selection on page 37 to guide you in selecting an occupation for an NPC who may not already have one.

❑ **Professional Competence.** How good is the character at his primary occupation? Decide whether or not your NPC exceeds his peers or is a poor example of his profession. Remember, most people who perform an occupation fall into the low middle Rank values (Rank 3-6). Use the guidelines found on page 3 regarding skill rankings to select an appropriate skill Ranking.

❑ **Technoculture.** A typical NPC would be from the most common level of technology and most common culture in the game universe. Do you want the character's technology level or culture different. Use *Table 102: Technoculture* to guide you in your selections (use dice if you want!).

❑ **Social Status.** A typical NPC would blend into his surroundings. In a bad part of the spaceport, he might be Destitute or Poor. In a suburban community, he would be at a Comfortable or Well-to-Do level. Decide whether or not the character would be a part of his surroundings. Use *Table 103: Social Status* to guide your selections.

❑ **Appearance.** A typical NPC would have a face or clothing you could easily forget. Lose sight of him for an instant and he is lost in the crowd forever. A memorable NPC would have an appearance that sets him apart from others. Use *Table 863: Appearances* to select unusual features for the character. To make him more unusual, select more appearance features.

❑ **Personality.** A typical NPC would have a bland demeanor. His personality does little to color his way of speaking or acting. A memorable NPC would have at least one strong personality feature that figures prominently in his words and deeds. Use *Table 312A: Personality Trait Types* to randomly select a character's most prominent personality trait, or select one (or more!) from *Table 643: Personality Traits*. Remember the more traits you give to a character (within reason of course), the more memorable he will become. Try using the optional rules for Trait Strength found on *Table 312: Alignment & Attitude* (*Table 312: Optional Rule*) to further adjust the character's personality.

❑ **Quirky Personality.** In a typical NPC, even one with a strong personality, these oddities of behavior will stand out. An unusual character might have an equally unusual personality trait or two. If you want a character to be a bit quirky or be known as an "odd bird" or even a real weirdo, give him one or more traits from *Table 644: Exotic Personality Traits*. Again, try using the optional rules for Trait Strength found on *Table 312: Alignment & Attitude* (*Table 312: Optional Rule*) to further adjust a character's personality.

❑ **Alignment.** Most folk fall into one of the Neutral alignments. Choose an alignment if you think it might help you better roleplay the NPC. Use Table *312B: Alignment* to help you make your choice.

❑ **Naming Names.** How is the character called? Its possible that you may never need to know more about a character than his profession. You can call him the "bartender" or maybe he just known as "the grizzled old asteroid miner," but many NPCs, particularly well-known ones will be known by their names. Be creative when giving NPCs names, but try to avoid giving them inappropriate or "joke" names. "Zippy the Alien" may seem funny the first time he's played, but if "Zippy" becomes a major part of the game campaign, the joke gets old and Zippy loses his effectiveness as an NPC.

❑ **Background.** Some characters are known by the things that they have done or experienced. Use *Table 107: Parents & NPCs* to select additional items from the NPC's past. Use the instructions that you find with *Table 107B: Noteworthy Items*.

## General Types of NPCs

Some NPCs will fall into general classes that have nothing to do with their archetypes. An old prospector or a frontier lawman can be a good guy just as easily as he can a villain (though the lawman may not be quite so open about his evil ways).

❑ **Good Guys.** These are NPCs that the player characters should be able to trust. They do not have to be saints or nobly heroic, but they should stress the Lightside personality traits over Darkside or Neutral ones.

❑ **Villains.** These are the bad guys. They may appear to be allies at first, but their evil nature eventually shows through. They never have the PC's best interest (or anyone else's for that matter) at heart. They are typically followers of Darkside alignments, though characters who follow some of the more selfish Neutral alignments can easily be villains. Decide on the scope of their villainy. Are they small-time hoods or evil dark lords bent on galactic domination.

The more powerful a villain, the greater will be his aspirations and evil goals (small-time hoods rarely dream of galactic conquest unless they have the power to obtain it). NPC Villains should generally have stronger Darkside traits than Lightside ones.

❑ **Leaders.** These characters lead or rule over other men (or beings). They might be military leaders, Nobles, religious, political or business leaders. They might be either villains, good guys or more likely be folks somewhere in the vast gray area in between good and evil. To design a leader, you will need to know whom he leads and how great his area of influence (for the latter, see *Table 749B: Sphere of Influence* on page 78 for some guidance). Decide whether his followers are especially loyal or disloyal. For the most part, give the leader better attributes or skills than his followers, unless it would be reasonable for them to be lower (as in the case with some hereditary leaders). Make leaders memorable. Decide whether or not the leader has some secret, a "skeleton in his closet" that he may wish kept a secret. If the leader is a Noble, select his title (if you have not already done so) on *Table 749: Nobles.*

## NPC Archetypes

Archetypes are the classic characters one finds in many science fiction stories. They are the supporting cast in the PCs' quests for adventure. While it would be impossible to list them all here, the types below are some suggestions in case you need to quickly stock that frontier cantina or the spaceport lounge.

❑ **Bartender.** He serves drinks, doesn't ask questions and rarely answers them in return. He's probably seen more of life than he cares to.

❑ **Beggar.** The role of the beggar in fiction is usually one of the secret informant. Chances are, he's disabled from some injury or then again, maybe his injuries are part of a disguise.

❑ **Bored Civil Servant.** A master of the rubber stamp, this government worker might be a stumbling block the PCs must overcome or a vicarious thrill-seeker whose need for tales of adventure brings him in touch with the PCs.

❑ **Bounty Hunter.** He doesn't earn his reward until the one he seeks is returned to the client with the credits. He's clever, talented and tough and probably has little mercy for those he hunts.

❑ **Career Criminal.** Crime is his life. He's never known anything else. He definitely has experience from *Table 529: Underworld Experience* in addition to any other character notes.

❑ **Clergyman.** He may be devoted wholeheartedly to his God, filled with missionary zeal, or he might be a disillusioned man searching for a truth he once believed in.

❑ **Derelict Spacer.** Before the booze (or drugs, or happy wire) ruined him, he was the best in his trade. He probably knows things that would make someone else quite wealthy. Now he abuses substances to forget what he knows.

❑ **Drunken Farm Boys.** Good ol' boys out for a good ol' time. Unfortunately, they've had a little too much to drink, and gosh durn it, they just don't like your looks.

❑ **Explorer.** His heart's desire is to make the big discovery, the one that will put his name in the history books. Of course he usually needs a bit of help to find his heart's desire.

❑ **Grizzled Old Prospector.** He's either made the "find" of the century and needs protection or he's got a "sure-thing" map to a fortune and wants to sell it to someone he trusts. He's a real character with at least Rank 9 skill at spitting the "juice" from a plug of some noxious weed.

❑ **Hardened Warrior.** He's survived combat situations that few other men or women could. Some or even most of him may have been replaced by bionic parts (See *Table 861: Bionics* for details). He's good with his gun and probably has a bunch of skills from *Table 534: Military Skills.*

❑ **Hotshot Pilot.** A whole lot of piloting skill wrapped up in an ego the size of a red star. He can do the job and he will never let you forget just how good he is.

❑ **Kid.** He's young, he's energetic, maybe even talented. Possibly, he hero-worships one of the PCs. Maybe he has an axe to grind against one of the PCs and issues a challenge. Then again, he could be a victim of some villain, and needs the PCs help to gain his revenge.

❑ **Mad Scientist.** The problem with his harebrained inventions, is that they work. It's just that he's failed to look far enough ahead to see the problems they cause. If he's evil, his inventions are aimed at world or galactic conquest. Luckily, he's just crazy enough not to have covered every angle.

❑ **Mad Scientist's Daughter.** She's always young, she's always beautiful and she's always available. She believes her father can do no wrong and supports him ... until she realizes the evil he has caused. For some reason, classic science fiction never deals with the mad scientist's other kids.

❑ **Mercenary.** This soldier-for-hire is rarely interested in much more than the bottom line. The job and the reason for it doesn't matter, only the money is important.

❑ **Miner.** He tirelessly works his mine, whether it's deep in the mountains or on a whirling asteroid.

❑ **Old Coot (Codger, Geezer, Gramps, etc.).** This crotchety old fellow could have been just about anyone or anything a zillion years ago. Whatever the truth, he sure has a lot to tell. He's a good source for information about the "old days."

❑ **Reporter.** Hot on the trail of the "big story."

❑ **Punk.** He's got a chip on his shoulder the size of Phobos. Get in his way and he'll A) cut you up, B) blast you into cinders, C) molest your favorite computer, D) all of the above.

❑ **Research Scientist.** He's always on the verge of a breakthrough that will revolutionize the way we live or our understanding of the universe. He is to pure science what the mad scientist is to applied science—dangerous if he or his discoveries fall into the wrong hands.

❑ **Seasoned Guide.** He knows this country (or this planet, or this neck of the galaxy) like the back of his hand (or pseudopod). He's tough, he's competent and he doesn't like the idea of civilization creeping up on him.

❑ **Smuggler.** He knows the ins and outs of the official and unofficial shipping lanes. Whether it's interstellar contraband or illegal refugees, he knows how to get goods from point "A" to point "B" without running afoul of the law (most of the time).

❑ **Starship captain.** His ship is his pride, the best ship in the galaxy ... or at least it would be if he had the credits to get it out of dry dock. Maybe the PCs are just the people he needs to get his ship spaceworthy again, for one last rendezvous with destiny.

❑ **Street Person.** Years on the streets have given this character a high survival quotient for the streets and years of cheap booze and drugs have probably done irreparable damage to the his mind—though a youngster may have sharper wits than most.

❑ **Vigilante.** He's convinced that law enforcement officials have failed in their efforts to bring about order and justice. So now, he takes justice in his own hands. If you're not on his side—you're part of the problem.

# Linking Events:

## Writing History ... as it Should Have Happened!

Dice tables are wonderful tools for randomly generating vast quantities of unrelated data. Thumb through this book and you'll see what I mean. With a shake of the hand and a flick of the wrist, dice tables can provide quick and ready answers for any question or list a dozen odd bits of background data. Dice tables are great if you know how to use them for best effect. Nevertheless, even the best of them are no substitute for a creative imagination.

Nevertheless, dice tables can stimulate your imagination. Even creative minds tend to slide into ruts. The random dice rolls help establish links between ideas that you might otherwise overlook. The dice don't do the thinking for you, they instead give you things to think about.

Without putting the ol' imagination in gear, you can roll dice forever on *Central Casting's* tables and still remain uninspired as to how to roleplay your characters. The information is there, but what you're missing is a way to put it all together, to make a handful of loose and unrelated chunks of data into living, breathing, exciting science fiction characters.

The end product of a *Central Casting* background session is a sheet of raw history data, some in the form of rounded-out events and much more as just notes about relatives and unrelated occurrences. In many ways, it's like researching a paper. You can spend a week at the library reading seemingly endless articles in a dozen different encyclopedias and magazines and when you're done, all you have to show for your effort is a tottering stack of index cards and a three-inch-thick sheaf of notes. Regardless of the topic, it's not until you start filling in the gaps between the notes with your own words and ideas that the paper takes on shape and form. In much the same way, *Central Casting* gives you a stack of raw data, the events and influences of a character's hypothetical life. Yet until you "fill in the gaps" between those events and draw logical (or even illogical) connections between them, your character will not take on true life. The bits and pieces of his history remain just a pile of notes.

## Writing the History

Write out the character's background as if you were telling his life story. Focus on key events. Don't be concerned that your writing style isn't professional caliber. That's not important. This is for your benefit, not the world's. Who knows though? If you write enough of these as practice, it may be your name headlining a novel some day.

It's possible to just write out simple sentences describing a character's past, but then you lose the opportunity to rewrite history the way it *should have happened*. This is not to say that you should throw out or change all that lovely dice rolling, but you may want to modify the results, so that they work together in the best way possible.

There are a several ways to maximize the relationship between the random dice selections. Try using some of the ideas and suggestions that follow when creating your own characters.

## Tricks & Hints

**Focus on Important Events.** One or more events should provide the framework for the character's background. All other event should be of less importance. Adjust lesser events so that they either support the major events as either causes or results or so that they provide the character with the internal contrasts of personality and interests that most real people have.

**Play Up Coincidences.** Quite often, several table entries will discuss or refer to remotely similar topics, like family, rivals or friends, etc. These are sheer coincidences. Yet by emphasizing and "fudging" them a bit to make them refer to the same thing or person, they tightly link parts of the character's history. Maybe the mysterious stranger who gave the character a gift at birth is the same person who later becomes his Patron or Companion. Possibly an unknown mutation or power affected the outcome of later events to make them occur as they did.

**Look for Causes and Effects.** This goes back to playing up coincidences. Did one event cause another? The loss of a parent or friend might be the cause for the character taking up a life of crime. Possibly the scars that are the most notable feature of the character's appearance were a direct result of his occupation or even one of his (former) hobbies. Establish cause and effect links between events wherever possible.

**Establish Thematic Relationships.** Examine all the events in the character's life and look for a thread of coincidence or a heavy weighting toward one type of event, such as military events, tragedies, religious occurrences and so forth. Consider letting these related events become the core of the character's experience. All other events would then somehow relate to this general theme.

**Integrate the Character into the World.** Make the character a part of the world. Ask the GM to help you fit the character into his game world. Fix the time and place of the character's birth inside the milieu of the GM's universe. Establish the actual places that events occurred. What city or planet was the character born in or on? Can the GM give you an actual name for that Nobleman or government official who figures so strongly in the character's past? Arrange the events of the character's life in chronological order (that is, by the age at which they occurred) then relate key events in the character's background to major or minor events in the GM's world or universe. Adjust the ages of event occurrences to better fit the universe's time line.

**Provide for Future Adventures.** Look for ways to use events to justify a player character's choice to become an adventurer. What might have caused a character to go off looking for trouble? Is there something that he is running from or a great secret to be discovered? Does the character have unpaid debts (maybe he needs to actually pay for all that schooling he had)? Warning to GMs: It's OK to use personal character motivations as the reason for a single adventure or a side plot in a campaign. However, be careful about using a character's personal motivations for adventuring as the main basis for campaign-length adventures. Should the central character die (or his player move to Timbuktu) the reason for your carefully laid-out campaign bites the big one.

**Time and Events.** Events that occur within a year or so of each other should have some relationship. A later event might occur because of an earlier event.

**Provide a Nemesis.** A nemesis is an enemy, a rival, a foe who can provide a challenge that the character must overcome in later life. Not every character need have a nemesis to be interesting, though several table entries provide the character with a rival (*Table 753: Rivals* goes into details), but the character's nemesis need not be a single living being or even a living being at all. Maybe the wilderness where he was born haunts him or the alien invaders who killed his parents can continue to cause him grief, or his fear of computers prevents him from leading a normal life. If it seems reasonable for the character to have a nemesis, try to create it out of one of the character's background events.

**Downplay Unimportant Events.** Minimize or delete those events which do not add to the history or which detract from



its exciting nature. Learning needlepoint as a hobby or surviving several unexciting promotions in the military may not be headline events in your character's life. Nevertheless, don't throw something out just because you *dislike* it and would rather have something that made you a Nobleman or gave you 6 skill Ranks with a blaster.

**Eliminate Personal Conflicts.** If *Central Casting* says your hero-to-be has developed a mental or sexual disorder, or has undergone an event that would make it personally difficult for you to roleplay that character, then discard or reroll the event. Remember, even though roleplay is supposed to give the player insight into himself and others, the original intent of adventure gaming is to be fun. If an event in *Central Casting* would compromise your having fun, then it's an event that you can do without.

**Integrate the Fantastic.** Remember, most of these characters are supposed to be larger-than-life heroes, not unheralded drudges living out boring little lives. Weave elements of the fantastic into your description. Try to make even mundane events have significance to both the character and the world of which he is a part. Make the commonplace unusual and the unusual really *weird!*

**Supply Missing Elements.** *Central Casting* provides a framework to build the character upon. It is not a "smart" expert system that automatically fills in missing details. You will need to add the events or characters in your character's life that could improve the story, or further explain the relationship between events that you have rolled. This might mean adding a "bad guy" who has been dogging the character since the day he was born or establishing your own reason for the character joining the military as a kamikaze Battlebot pilot. This goes right back to "filling in the gaps" between events, the reason that *Central Casting* needs you!

# Future Histories

Science fiction roleplay (SFRP) gaming has been around almost as long as its fantasy counterpart. Though the mechanics of the rules may differ, fantasy gaming systems tend to deal with worlds that are cut from the much the same cloth as one another. Let's face it, mindless orcs, awesome dragons and savage trolls are common elements of nearly every fantasy adventure game—even if the designers choose to call them something else.

On the other hand, science fiction roleplay gaming, like science fiction literature, places its characters in the "what ifs" and "what might be's" of the future. WHAT IF mankind blows itself to kingdom come? WHAT IF we don't? WHAT IF men discover a faster-than-light drive? WHAT IF the bug-eyed-monsters from outer space find us before we find them? WHAT IF we turn responsibility for our lives over to benevolent computers? You get the picture yet? Not every SFRP game deals with exploring the great unknown of space. While some games do share a common theme (or a marketing niche, if we get right down to hard truths), like science fiction authors, each game designer (or game company) has a different view on how our various futures will be interpreted.

While no view of the future is proposed as the correct one, space adventures are admittedly the most popular and *Central Casting* reflects that slant in popular opinion. Still there exist a number of common themes in SFRP, with one or more companies producing games within each theme. In this book, we've tried to break these themes down into four general classifications. *Central Casting* presumes that characters produced by this book will dwell within one or more of the following broadly defined future histories:

**Tarnished Tomorrows:** an unpleasant future dominated by unrestrained technology, lawlessness and decaying morality.
**The Final Frontier:** out into the great unknown, the universe is man's for the finding.
**Imperial Space:** a unified universe under the thumb of one or more interstellar powers,
**Post Holocaust:** man has blown it and now his successors are fighting back from destruction.

In addition to having their own small event tables elsewhere in the book, these brief descriptions that follow should give the player and GM an idea of which events may be likely or unlikely to occur in his game's vision of the future.

**Instructions:** Read the future history descriptions. Select a future history that most closely matches the state of the game's future as you understand it to be. A selection of suggested games accompanies each future description (you may also wish to confer with your GM about his views of the game's future). Record the future history on your worksheet. For PC's, record the history's *FutMod* number (usually selected by a die roll) in the Die Roll Modifiers section of the worksheet (upper right-hand corner). For NPCs, do not use the *FutMod* value (allows for more varied technologies).

## Tarnished Tomorrows (*FutMod:* 6)

Morality? What a concept! Mankind didn't blow itself up, and that perhaps is unfortunate. Society has plunged into the pits. Licentiousness (not liberty) is the order of the day. Ethics are something to be learned from history vids, not the daily news. Most countries are little more than repressive police states (remember everyones' fears of 1984?). It is the future of the cyberpunk, with brain to computer links commonplace. Mankind may be in space and may be not. Violent highway warriors and their custom mayhem machines may rule the roads. Movies like *Bladerunner* and *Robocop* are good examples of this degenerate future.

**Suggested games:** *Cyberpunk™* game, *Car Wars®* game, *Dark Future™* game, *Shadowrun™* game and Iron Crown Enterprise's *Cyberspace™* game (*Warhammer 40,000 Rogue Trader™* has some similarities with this future).

**Features:**

- ❑ Future-specific events, use *Table 525: Tarnished Tomorrow Events.*
- ❑ Any character from this future may have 1d4 Darkside personality traits taken from *Table 643C: Darkside Traits* and a 50% chance to have an exotic personality trait taken from *Table 644: Exotic Personality Traits.*
- ❑ Tech Levels for Tarnished Tomorrows societies usually run between eight and 11, but without any of the interstellar travel technology.
- ❑ A character may have a 1 in 4 chance to be already fitted with cyberlink hardware that allows him to plug directly into computer "minds."

## The Final Frontier (*FutMod:* 1d6+6)

Mankind has but recently leapt forth from mother Terra and spread wings to explore a waiting galaxy. There are worlds to explore, alien races to discover and ally or vanquish. Technological advances are constantly being made and the effects of those discoveries often take less than a generation to have a real effect on society. As in earth's early centuries of exploration, conflict is commonplace as men vie with each other for new planets, encounter hostile alien natives, or run smack into the expansion of another spacefaring race. The final frontier the supposed future for the Star Trek® television shows and movies, for Alan Dean Foster's Humanx space stories, and Isaac Asimov's pre-Foundation stories.

**Suggested games:** *Star Trek® the roleplaying game, 2300 A.D.™* game, *Star Frontiers™* game, *Universe, Starships & Spacemen, Robotech™ the roleplaying game.*

**Features:**

- ❑ Future-specific events use *Table 526: Final Frontier Events.*
- ❑ Characters are often found as explorers.
- ❑ The presence of alien races depends on the game. Traditionally, aliens are a key part of Final Frontier futures.
- ❑ When an encounter gives the character a personal space craft, roll a d6. If the result is 6, the ship is up to date with current technological stands. Otherwise, it is an out-dated clunker, barely able to hold its own on the spaceways, often using an outmoded, antiquated or just plain dangerous form of interstellar travel.

## Imperial Space (*FutMod:* 1d4+10)

Mankind's presence in space is long established, possibly even for millennia. Strong, heavily entrenched, and militarily-powerful governments rule vast empires of star systems linked by relatively economical faster-than-light travel. Interstellar space travel is commonplace for those with a need for it. Nevertheless, most civilians never leave their homeworlds. War rarely has a direct effect on civilian populations, though the political backwash may be worse than the effects of an invasion. Technologically, society may have reached its peak or settled into stagnation. Few new discoveries are made and those rarely have a significant impact on the people or their culture. Often the technology of the past is slowly being lost. Interstellar combat is frequent, waged either between feuding governments, xenophobic alien races or by rebels seeking to overcome domineering interstellar governments.

George Lucas's Star Wars® movies are a popular example of this—so too are Isaac Asimov's Foundation books.

**Suggested games:** *Star Wars® The Roleplaying Game, Space Master®* game, *Mechwarrior®* game, *Traveller®* game, *Megatraveller™* game, *Warhammer 40,000 Rogue Trader™* game.







**Features:**

❑ Future-specific events, use *Table 527: Imperial Space Events.*
❑ Characters come from many walks of life. However, a great number of adventurers come from military backgrounds. If the player so desires, he can roll a d10. If the result is 4-10, the character's primary occupation was military. Select a military occupation on *Table 532: Military Duties.*
❑ The presence of alien races depends on the game. While the universe of *Star Wars®* the roleplaying game is populated with an endless variety of aliens, the *Battletech®* game galaxy is remarkably "humanocentric." There are no sentient aliens at all.
❑ When an encounter gives the character a personal space craft, roll a d10. If the result is 4-10, the ship is reasonably up-to-date with current technological stands. Otherwise, it is an outdated clunker, barely able to hold its own on the spaceways, often using an outmoded, antiquated or just plain dangerous form of interstellar travel.

## Post Holocaust *(FutMod: 0)*

In its slightly less than infinite wisdom, Mankind has reduced its homeworld into a smoking, radioactive ruin. Whether it took one war or many or one-too-many miscalculations in nuclear power plants, the end result was annihilation. Yet out of this glowing ash heap, a new world has been reborn, one where the ruined technology of the "ancients" forms the backdrop and often the mythology of new civilizations. Depending on the "fantasy level" built into the game, activity could center around the remnants of humanity struggling against each other to rebuild their world, or focus on sentient mutant animals who compete against mutant or "pure-strain" humans for control of bits and pieces of the world.

**Suggested games:** *Gamma World®* game, *Morrow Project™* game, *Aftermath™* game, *Teenage Mutant Ninja Turtles® After the Bomb™* game supplement.

**Features:**

❑ Future-specific events use *Table 528: Post Holocaust Events.*
❑ All levels of technology may exist or have survived in the world, though Pre-tech primitives are often more common than enclaves of Ultratech.
❑ All cultures exist at least as enclaves. The GM may wish to assign Technocultures to his world's societies in advance.
❑ Space travel is unlikely. Unless the GM has decided otherwise, modify results indicating the presence of spacecraft or space travel. Substitute a form of aircraft (or boat or sand skimmer, etc.) that performs the same general function as a space ship. Replace travel among the stars with visits to distant and exotic lands.
❑ References to Aliens should refer to the everpresent mutants found in most Post Holocaust games. Instead of using the Aliens table in the book, use your own game's random encounter table for selecting the mutant type. Give each mutant character 1d3 rolls on *Table 859: Talents, Mutations & Modifications.*

# 101:
# Character Race



Start here if you are creating the history for a new character. If you have not yet decided the character's race, use this table to decide if a character is a human being or one of the other alien races (or mutants, as the case may be) common to most science fiction roleplay games. Note that the word "race" is used here in the sense of species, rather than subdivisions of the human (or other) race by skin color or other physical differences. This table supports the supposition by many game systems that player (and Nonplayer) characters will be primarily human.

**Instructions:** If you have not already selected a character race, roll a d10 on this table. Otherwise, continue on to *Table 102: Technoculture*. Choose a race from your game system that most closely matches the selected table entry. If dealing with the Post Holocaust future history, results indicating an alien race refer to a mutated organism (a mutant). Record relevant information on line 101 of your History Worksheet. Don't forget to read the roleplay guidelines.

**Mutant Note:** Mutant characters should make a die roll on *Table 859: Talents, Mutations & Modifications* for an extra ability.

**Roleplay:** Racial heritage, whether a character is human, an alien, or a wierd mutant from a post holocaust future, is the basis for a character's background. Humans are easiest. As players, we have something in common with them. Yet some times, it's difficult to remember that nonhumans are just that, not human. Like human characters, they have childhoods, the agonies of adolescence, the pangs of love, and the responsibilities that adulthood brings. While alien beings are obviously going to think differently than humans, *Central Casting* relies on their being similar enough to use this book without major modifiations.

Consider the following before playing an alien like humans:

- Aliens will generally have a unique value structure. What a human considers trivial may be of great importance to an alien being. Example: exact family ties could be totally irrelevant to a hive-like society or be the cornerstone of another society.
- Aliens find the appearance of humanity just as hideous as humans find them to be.
- Most races, human, alien and mutant alike, tend to be ethnocentric. They favor dealings with their own race above dealings with others. Prejudice and bigotry are probably as rampant in future societies as they are in our own (though this is no excuse). The more physically or culturally different that a race is from another, the greater will be the initial distrust.
- On the other hand, author Alan Dean Foster's insectoid Thranx race is a model for exactly the opposite behavior. The Thranx and humanity formed a bond closer than found between many human cultures.
- Make humanoid or human-like races just as alien and unfathomable as you might make a race of three-legged, silicon-based toadstools.
- Have fun with aliens attempting to use human speech. Spice up dialog by creatively muddling phrasing in alien speech: "So to be star-travelling you are, eh." Do the same with accents. Most aliens won't speak with a radio announcer's perfect diction. Buzz, click, chirp and humm to your heart's delight.

## d10 101: Character Race (roll a d10)

**1-7 Human.** Standard issue human being, possessed of all the foibles, faults and failings that have plagued humanity since the race's beginnings.

**8 Mutant Human.** This is your basic genetically altered human. He's stronger (+1d3 Strength), smarter (+1d3 Intelligence), and faster (+1d3 Dexterity) than the standard issue human. He's also chock full o' problems. **GM Only:** see entry #101 on *Table 967: GM's Specials*.

**9-10 Alien being.** The character is an exotic alien being. Roll a d4 twice. The first die result is the first digit and the second represents the second digit. The die results are not added but read like a two-digit number. Example: a 1 and a 4 are read as 14. Match the results against the subtable below. Select an alien race in your campaign that most closely resembles the race determined by this table. If nothing matches, roll again.

- **11 Human-like.** These beings so closely resemble humankind that only a few characteristic features set them apart, such as pointed ears or an exotic skin color. Typical of aliens from games based on TV shows.
- **12 Amoebold.** Amorphous, malleable shape.
- **13 Bestial.** A "humanized" version of a common animal, such as wolf-like, cat-like or ape-like beings.
- **14 Aerial.** Flyers, often with bird-like or bat-like wings.
- **21 Amphibian.** Dwell in water or air equally well.
- **22 Bipedal.** An upright stance, walking on two feet. After that, just about anything goes.
- **23 Insectoid.** Closely resemble bugs or spiders.
- **24 Radially symmetrical.** A starfish is an example of a radially symmetrical being.
- **31 Multipedal.** Many feet and possibly a corresponding number of manipulative limbs.
- **32 Piscean.** Fishlike beings. May or may not be restricted to water-filled environments.
- **33 Reptilian.** Reptile-like beings usually with scales and often with tails. Includes snake-like beings.
- **34 Humanoid.** Though similar in form to a human, they may be vastly different in the specific details of physical appearance.
- **41 Cetacean.** Whale or dolphin-like beings.
- **42 Botanic.** Plant-like beings, including molds & fungi.
- **43 Non-organic.** This is a broad classification that includes, mineral-based life forms, energy-based beings and even robots.
- **44 Combined alien.** Roll twice more on this table and combine the results. Example: multipedal reptilian.

**From Here — Continue on to Table 102: Technoculture ...**

# 102:

# Technoculture

For some reason, it's easier to pidgeonhole fantasy cultures into convenient classifications: "This is a Barbarian culture and Barbarian cultures have limited technology, are superstitious and bathe only on alternate leap years." Science fiction literature and gaming doesn't allow for such luxurious simplicity.

The technology and social climate of a culture are related to one another, but are never locked in a simple "if this culture, then that technology" arrangement. Throw in the unpredictability of the truly alien races found in science fiction and literally any logical (or illogical) combination of technology and culture is possible.

**Instructions:** For the sake of clarity, *Central Casting* keeps the technology level and cultural style of a given culture separate. Unless the player or GM is creating a new culture, it might be wiser for the GM to create a table that includes the major cultures, civilizations and worlds of his game campaign. Use the following steps:

**One.** Assign Tech and Culture Levels to each of the worlds, civilizations or major races in the game.

**Two.** Put each of these onto a separate line of the table.

**Three.** Select a type of die (d10, d20, etc.) that best matches the number of table entries. In general, assign one die result number to each entry. Weight the chances so that the chance to select a common culture is greater than that for rare ones.

**Four.** Give a copy of your table to players in your campaign.

Otherwise, begin by following the Instructions below for *Table 102A: Tech Level.*

## 102A: Tech Level

Tech Level, or Technology Level, acts as a rough measure of a society's technical achievements: the inventions, weapons, modes of transportation and means of communication in common use. It does not deal with their social enlightenment, forms of government or ethical values—that's *Culture*, and we deal with *it* later.

**Alien Technology:** If you are creating the Technoculture for an alien race, use *Table 102C: Alien Technology* first and follow the instructions you find there.

**Instructions:** Roll a d20. If desired, the player may add his character's *FutMod* to the roll (future modifier from *Future Histories*, page 13-14.) Match the die roll or the total against *Table 102A: Tech Level.* The die roll result is the Tech Level of the character's culture (from 1 to 19). Record this number on the Technology Modifier (*TekMod*) line in the upper right corner of the History Worksheet. This modifier value will be used later in the book. Write the Tech Level on line 102A of the worksheet. After completing this table, continue onward to *Table 102B: Culture.*

**Education Points:** As a character grows up, he usually receives a formal education (see *Table 210: Education*). Technology level provides the base value for the number of points the character may spend once he reaches that Table. Higher Tech levels provide more points than lower level. Record this on the Worksheet on the line labeled "Education Points."

**Literacy:** The number in brackets after each Tech Level is the base chance for a character to be literate in his native tongue (see Literacy rules on page 6). Record this chance in the space following the Literacy skill under the SKILLS section of the worksheet. Be prepared to change this value.

**Roleplay:** Remember, not every culture within a given future history will be operating at the same level of technology. Generally speaking, a character who is exposed to the achievements of the Tech Level one level above him may understand what he sees, but go up two Tech Levels, and the technology seems like "magic."

**d20 102A: Tech Level (roll a d20 + *FutMod*)**

1 **Stone Age [Lit: 5%].** Fire has found its way into most homes, sharpened sticks and stones form the warrior's basic armament, the lever is the most complex machine, domesticated animals provide food and companionship and building villages is coming into vogue. This covers everything from the classic cave man up to pre-Columbian American Indians. *Education Points: 4.*

2 **Bronze Age [Lit: 20%].** Metal working, walled cities, stone monuments, sailing ships, the wheel, and simple writing are the rage. Well-to-do warriors wear metal armor and wage war with spears, swords, bow and arrows. Ancient Greece and Egypt, the Celts of Europe and the peoples of the Biblical Middle East are examples. *Education Points: 6*

3 **Iron Age [Lit: 30%].** Achievements include iron working (a harder metal than bronze), the keystone arch, and the use of concrete in building to encourage quick development of large cities. Common soldiers wear metal armor and huge stone-hurling, wall-bashing mechanical siege machines take some of the guesswork out of flattening enemy fortresses. Imperial Rome is the "classic" example of this Tech Level. *Education Points: 8*

**d20 Tech Level ( continued ... )**

4 **Medieval Age [Lit: 10%].** Steel (a harder metal than iron) weapons and armor are used by the well-to-do warriors. Crossbows make even poorly trained troops into deadly foes. This is a period noted for retrogression, even degeneration and loss of technical and social gains made in earlier ages. Medieval Europe and Feudal Japan typify this Tech Level. *Education Points: 4*

5 **Renaissance [Lit: 35%].** Learning is rediscovered with a vengeance. Gunpowder makes major changes in the waging of war, movable type printing speeds the spread of information. Equivalent to 1350-1800 in western Europe. *Education Points: 10*

6 **Industrial Revolution [Lit: 40%].** Steam engines drive boats and land transportation, while steam-powered machinery replaces hand-manufacturing, allowing mass production of goods. Cures are found for some diseases. Electricity is utilized to a limited extent for communication and illumination. Typified by Europe and the U.S.A. of the 1800's. *Education Points: 10*

Continued ... ☞

Table 102A continues on the next page ...

## 102C:Alien Technology

In all honesty, these Technology Levels are based on western civilization, the most familiar culture to most readers of this book. Not all cultures of our own world have developed along this path and in all likelihood, an alien culture will depart radically from such development. Separate development levels for transportation, weaponry and communication should be determined along with special situations where certain types of technology never develop or are substituted for others. First roll a d20 on *Table 102A: Tech Level.* Add the optional *FutMod* value only if the alien race has a culture comparable to the more advance races of its future history. This is the culture's Base Tech Level. Next roll a d10 on the subtable to the right three times, once for the culture's transportation technology, once for their weaponry and once again for their communication technology.

| d20 | 102C: Alien Technology (roll a d20) |
|---|---|
| 1-10 | The Tech Level for this technology is the same as the Base Tech Level. |
| 11-13 | The Tech Level for this technology is 1d4 levels above the Base Tech Level. |
| 14-16 | The Tech Level for this technology is 1d4 levels below the Base Tech Level. |
| 17 | Reroll the Tech Level on *Table 102A: Tech Level.* |
| 18 | This technology never developed. It is either not used or has a nontechnological replacement (such as psionic skills). |
| 19 | Engineered biological materials (plant-like and animal-like matter) are used exclusively for this technology. Reroll again on this table. |
| 20 | Use of metals never occurs in this alien culture, other substances like glass, bone, stone, ceramics, plant or animal matter replace the use of metal. Reroll again |

**d20 102A: Tech Level ( continued ... )**

**7 Engineering Age [Lit: 60%].** Internal combustion engines or electricity power most forms of transportation, including personal cars, war machines, and fixed-wing air craft. Radio, television, suborbital rockets and small automatic weapons are developing. This is the late 19th century through pre-WWII 20th century, just before atomic escalation. *Education Points: 12*

**8 Technologic Age [Lit: 80%].** Nuclear power is used to create both electricity and deadly weapons. Orbital spacecraft visit nearby satellites and "unmanned" probes explore other planets in the solar system. Industrial lasers, small computers, and organ transplants are commonplace. *Education Points: 16*

**9 Fusion Age [Lit: 90%].** Energy is created through the combining, not destruction of matter. Laser weapons replace projectile weapons in most armies. "Manned" exploration of the solar system, establishment of orbital space cities and scientific colonies on other planets within system. "Cold sleep" used for long interplanetary trips. Most manufacturing is completely automated. *Education Points: 20*

**10 Spacefaring Age [Lit: 95%].** Unself-aware artificial intelligence is now found in some large computers. Most planets and major satellites in the solar system contain autonomous colonies or independent "nations." Sublight "manned" exploration of nearbye stars begins. *Education Points: 20*

**11 First Stellar Age [Lit: 95%].** Faster-than-Light (FTL) drives drastically reduces travel time between stars, but months, even years are still needed for interstellar travel. Exploration/colonization of the galaxy begins. Fully sentient, self-aware computers and artificially intelligent robots perform tasks formerly only possible by humans. *Education Points: 20*

**12-13 Second Stellar Age [Lit: 95%].** Most stellar colonies are independent of home planet. Faster-than-Light (FTL) drives now capable of rapid jumps between stars, crossing the gaps between stars in a matter of weeks. FTL communication allows information to travel between stars. Powerful non-laser energy weapons found on large ships and battle machines. *Education Points: 20*

**d20 Tech Level ( continued ... )**

**14 Third Stellar Age [Lit: 95%].** Warriors wield hand-held non-laser energy weapons. Antimatter used to produce power. Faster-than-Light (FTL) communication exceeds speed of starships. Small ships have interstellar capability. Robots are commonly humanoid (or alienoid) in form. *Education Points: 22*

**15 Fourth Stellar Age [Lit: 95%].** Energy shields protect large vehicles and craft. Gravitic repulsors negate the effects of gravity. Personal force screens possible. *Education Points: 24*

**16 Ultratech Age [Lit: 95%].** Worlds are completely terraformed, and/or moved from their orbits into more suitable ones. Robots are often physically indistinguishable from life forms (and are often classed as life forms). Totally synthetic life forms are commonplace. *Education Points: 30*

**17 Transmatter Age [Lit: 95%].** Matter can be coded, broken down into energy and then transmitted to a receiver. Unlimited Faster-than-Light (FTL) communication now possible. *Education Points: 30.*

**18 Dysonian Age [Lit: 95%].** Actual manufacture of worlds, including impossibly large Dyson spheres that enclose suns and ring worlds that whirl about them is possible. *Education Points: 30*

**19 Superculture [Lit: 95%].** This is usually not part of a common culture, but is or was an advanced alien race that flourished and then disappeared long before current spacefaring races really understood that banging rocks together could make fire. Their artifacts, if workable, are based on mental interaction, most with no moving parts or visible power sources. Literally anything is possible. *Education Points: 40+*

**20+ Mixed technology.** Roll again (but do not add the *FutMod*). The result is the culture's base technology. Next roll a d6 on the table below:

> **1-2** A key aspect of the culture's technology is more typical of a higher Tech Level (such as Transmatter being used by a Federation starship to beam crew planetside).
> **3-5** A key aspect of the culture's technology is more typical of a lower Tech Level (say, steam-powered space ships).
> **6** Hi and lowtechnological achievements are intermixed. This is going to be more true for alien cultures that have developed along different lines than humanity.

Table 102 continues on the next page ...

## 102B: Culture

Culture is the way in which a society of beings collectively live their lives, including their common values and outlook on life. It is not necessarily the outlook of a single member of that society, but it will at best color or modify his perceptions, attitudes, prejudices and actions. It is a significant factor in later background checks.

**Instructions:** Roll a d100, add the character's *TekMod* and match the result against *Table 102B: Culture*. Following each culture is a Culture Modifier Number (*CuMod*). Record this number on line 102B of the Die Rolls Modifier box in the upper right corner of the History Worksheet. This modifier value will be used later in the book to modify other dice rolls. Write the culture level on line 102B.

Read the instructions for Level, Survival Skills and Education Points below, along with culture description, record any important information, then continue on to *Table 103: Social Status*.

**Level:** This is the general classification for the culture in which the character is born. Each culture has its own gameplay benefits and roleplay suggestions. The player or GM may wish to match these culture descriptions with ones in his own game world.

**Survival Skills:** These are the skills a character needs to survive in one of the three basic environment classes: Wilderness, Rural and Urban (see page 6 for more details). The Survival Skills column on *Table 102B: Culture*, gives the number of skill Ranks that the character may divide between the three environment classes. At least half of these Ranks should be applied to the character's primary environment (probably where he grows up). The remainder can be divided between the other two environment classes. Feel free to shift these numbers around as the character develops further.

**Education Points:** Culture also affects education. This dice roll is added to the base education points provided by Tech Level.

**Roleplay:** Roleplaying a character from one culture within the confines of another culture may initially seem difficult. Yet it becomes much easier if you look for simple guidelines. Just imagine what it would be like for you to be placed in a totally new environment where nothing was familiar, neither customs, language nor day-to-day chores.

All but the most trusting people are naturally suspicious of anyone from another culture— it's an extension of fear of the unknown. This can be expressed as cautious curiosity, fearful hatred and persecution (that which we do not understand is evil and therefore must be destroyed) or even fearful awe and wonder (Primitives treating beings of higher Tech Levels like gods is cliché).

Another cliché is for characters from one culture to look down on folk from another (or the "You are different, therefore inferior" attitude). Though useful in playing some NPCs, this kind of prejudice is as counterproductive in gaming as it is in "real" life and player characters should try to avoid it.

### Nomadic Culture

This culture does not build lasting buildings or edifices, but instead focuses its energy on transportation — the task of moving its people from place to place. Their governments tend to focus on strong leaders, whose control usually does not extend beyond his clan or tribe. Nomadic folk could easily be interstellar trading clans, rabid biker gangs, or folk who wander the wilderness in armored recreational vehicles.

**Other Culture:** Roll a d6. On a result of 5-6, roll again on *Table 102B: Culture* to obtain a second description of this culture, such as a Developing Nomadic culture, or a Decadent Nomadic culture.

**Gameplay Benefits:** Character learns to drive or ride the vehicle or beast common to his people at Rank 4. Character has 1d4 Ranks of skill at both navigating and path-finding in his culture's primary environment. A beginning player character has a 40% chance to possess the basic transportation of his people (though it may be in poor shape).

**Roleplay:** A Nomadic character may be afflicted with wanderlust and become uncomfortable when tied down to one locale. A Nomadic character will always feel out of place in a city and often distrust those who live in them. A Nomadic character may have a kind of wild vitality, a lust for life that has been lost by the "civilized."

**102B: Culture** (Roll a d100+*TekMod*)

| d100 | Level | CuMod | Survival Skills | Education Points |
|---|---|---|---|---|
| 02-20 | Nomadic | 6 | 7 Ranks | 2d4 points |
| 21-30 | Barbaric | 2 | 6 Ranks | 1d4 points |
| 31-50 | Developing | 6 | 6 Ranks | 3d4 points |
| 51-70 | Dynamic | 10 | 7 Ranks | 4d4 points |
| 71-80 | Decadent | 8 | 5 Ranks | 2d6 points |
| 81-90 | Stagnant | 4 | 4 Ranks | 1d6 points |
| 91-95 | Retrogressive | 0 | 6 Ranks | 1d4 points |
| 96-119 | Degenerate | 0 | 6 Ranks | 1d4 points |

### Barbaric Culture

Barbaric cultures live by the cruel exploitation of others. They can be found at any Tech Level, though they are more common at lower levels. Barbaric cultures are typified by charismatic dictators, feudalism, divine right of kings and so on. Power is secured and maintained by violence and fear. Rights for those without power are unheard-of. Cruelty is commonplace. Sentient life has little value, except on the slave market. Although it is possible that Barbaric cultures might develop their own technology, it is just as likely for them to take it from another culture by force. Typical Barbaric cultures might be pirate outposts, Post Holocaust enclaves, and most Lo-Tech societies.

**Gameplay Benefits:** Character learns weapon-use (usually a gun or other hand weapon) at Rank 3. Roll a d6. On a result of 5-6, select one Darkside personality trait from *Table 643C: Darkside Traits*. Add +1 bonus to character's Strength and Constitution attributes for merely surviving to adulthood.

**Roleplay:** Barbaric cultures approach life with savage gusto. They live, love, fight, eat and drink like there may be no tomorrow. Barbaric characters commonly dislike and persecute members of other races, classes or cultures whom they perceive to be weaker than they are.

### Developing Culture

This is a culture that is making great strides to improve itself technologically, socially, and morally. Usually it is coming up from Barbarism or making a comeback from Decadence, or Retrogression (see below). A developing culture is a "civilized" culture. Its governments favor those that offer representation of the peoples' interests. Its people are aggressive, have a good self image and a desire to make things better for themselves and their children. These people often place substantial emphasis on the moral concerns of technology development.

**Gameplay Benefits:** Roll a d6. On a result of 3-5, select one

Table 102 continues on the next page ...

Lightside trait from *Table 643A: Lightside Traits*. On a result of 6, select 1d3 Lightside personality traits from *Table 643A: Lightside Traits* and one trait from *Table 643B: Neutral Traits*.

**Roleplay:** A character from a Developing culture could easily be a pioneer, willing to take risks for the good of other people instead of personal gain. Emphasis is placed on Lightside values (see *Table 311: Attitude & Alignment*).

## Dynamic Culture

This is a culture marked by rapid growth, development and expansion. New lands or worlds are being discovered and claimed. Technology is advancing by leaps and bounds, often progressing a full Tech Level within a generation or less. However, the fast growth also outpaces the ethical application of the new discoveries, leaving the culture wide open for future disasters. Governments are similar to Developing cultures, but access to political power moves out of the grasp of common people. Class stratification still exists as fewer and fewer people profit from new discoveries. It is a time of "Humanistic" theology, imagining the people of the culture to be the apex of creation, the "gods" of their universe.

**Gameplay Benefits:** Roll a d6. On a result of 3-5, select one Neutral trait from *Table 643B: Neutral Traits*. On a result of 6, select 1d3 Neutral personality traits from *Table 643B: Neutral Traits* and one trait from *Table 643C: Darkside Traits*.

**Roleplay:** Dynamic cultures are often self-centered, caught up in the wonderfulness of themselves. In their eyes, they can do no wrong. It is a culture of great Ego, one that believes that great risk taking and great intellect should earn great them reward. Moral bankruptcy has begun. A character from such a culture might share those values. Emphasis is placed on Neutral values (see *Table 311: Attitude & Alignment*).

## Decadent Culture

These are cultures past the peak of their prime. Decay, particularly moral decay, has begun to set in at all levels of society and the people have become pleasure-loving and jaded. Tech Level remains constant, but few significant gains are being made. Governments are commonly those which function best with multiple layers of carefully partitioned authority and responsibility (like Bureaucracies, Corporations, and Democracies). The government becomes self-perpetuating and heedless of the people's needs. Although government support of the Poor is predominant, previously common civil liberties and government services begin to disappear. Inflation and unrestrained crime are often rampant.

**Gameplay Benefits:** Street-smarts, survival in the streets, come naturally to this character. Give him 1d3 additional skill Ranks of Urban Survival skill Roll a d6. On a result of 1-3, select one Darkside trait from *Table 643C: Darkside Traits*. On a result of 4-5, select 1d3 Darkside personality traits from *Table 643C: Darkside Traits* and one trait from *Table 643B: Neutral Traits*. On a result of 6, treat as a result of 4-5 but also select one exotic personality trait, on *Table 644: Exotic Personality Traits*.

**Roleplay:** It is not uncommon for citizens of these cultures (even the lowliest slaves and street folk) to believe that their culture is not only at its dynamic prime, but that it and they are vastly superior to everything else. A character from this culture could easily have a haughty attitude, looking down his nose at everything. Simple pleasures might easily bore a person from this culture. On the other hand, they could be so foreign to the character that they intrigue him to no end.

## Stagnant Culture

No gains, either technological, sociological or artistic are being made, or even have been made in recent memory. This culture has remained as it is now for decades, generations, even millennia. They may not want to make changes, for this is a people steeped in a "We've always done it this way before" tradition. The people may not perform actual work, but instead pursue elaborate hobbies. Governments tend to be self-serving with emphasis on struggling (usually against themselves) to merely maintain the status quo.

**Gameplay Benefits:** Character has 1d6 skill ranks at a hobby that he practices like an occupation. Select hobby on *Table 419: Hobbies*.

**Roleplay:** Characters born into Stagnant cultures may not believe that innovations are possible. Tradition is important to them and they are uncomfortable with change.

## Retrogressive Culture

This is a Stagnant culture which is slowly losing the technological, social and cultural gains of earlier generations. Their Tech Level slowly, but surely slips backwards towards lower numbers. Governments tend towards either dictatorial or authoritarian rule or the "wisdom" of elders. This culture might be common in post holocaust communities where specialized knowledge and skills died with the "bomb."

**Gameplay Benefits:** Character begins with 1d3 objects (no real estate) from *Table 854: Gifts & Legacies*. Any weapons or devices possessed by the character are of 1d3 higher Tech Levels (but if they fail, they cannot be repaired).

**Roleplay:** Character may have a "relationship" with any technological devices in his keeping, nurturing them along like a sick friend. He may also covet devices of higher Tech Levels, seeking to replace lost or damaged items in his own inventory.

## Degenerate Culture

This is a people living within the ruins of their former greatness, unable to understand, let alone duplicate the technological feats of their forebears. They are at least three, possibly even four or more levels beneath their ancestor's Tech Level. They are often superstitious, even worshiping their ancestor's lost technological mysteries. The term "degenerate" does not necessarily reflect the society's moral status (as is true with a Decadent culture), though more often than not, their societies function like savage tribes with Nomadic or Barbaric cultures. The "scientific people" of Alfred Bester's *The Stars My Destination* are an excellent fictional example of a Degenerate culture.

**Gameplay Benefits:** Character begins with 1d3 objects (no real estate) from *Table 854: Gifts & Legacies*. These are an inheritance and may even have sacred status (technological devices have only a 50% chance to be functional). He will usually have Rank 3 skill in the religious knowledge of his people.

**Roleplay:** Characters born into Degenerate cultures tend to be superstitious. Tradition is important to them. They may have a "ritualistic" approach to using devices akin to some complicated religious ceremonies. They are often distrusting of unfamiliar technology or culture, viewing their accomplishments as evil. A Degenerate character will probably be less willing to accept the "benefits" of technology and may even suffer from exposure to more technological cultures.

**From Here — Continue on to Table 103: Social Status ...**

# 103:
# Social Status

**103: Social Status (Roll a d100 + *CuMod*)**

| d100 | Social Level | SolMod | TiMod | Education |
|---|---|---|---|---|
| 1-15 | Destitute | 0 | 3 | -1d4 points |
| 16-40 | Poor | 2 | 3 | — |
| 41-84 | Comfortable | 4 | 3 | +1d4 points |
| 85-86 | (reroll on this table, but do not add *CuMod* to roll) | | | |
| 87-95 | Well-to-Do | 5 | 3 | +2d4 points |
| 96-99 | Wealthy* | 7 | 3 | +2d6 points |
| 100-110 | Nobility** | (+5) | ** | +1d6 points |
| -- | Extremely Wealthy | 10 | 3 | +3d6 ranks |

* Some Wealthy characters will be Extremely Wealthy. Roll a d100. If the result is less than or equal to the character's *TiMod*, then he is Extremely Wealthy.

** Read the special instructions under the Nobility section on the next page.

Within a Culture, the social standing of a character's parents can affect the attitudes that a character will have about himself and others. Social Status is like a Subculture within a Culture. The basic attitudes and skills of the Culture remain, but they are modified by Social Status. Social Status within a given culture is relative. A prince in one society could be little better than a pauper in another.

Social Status indicates the general wealth of the character's family. Should subsequent events so dictate, this wealth could become the character's fortune ... or lack thereof. It is possible for the course of events in a character's life to change his or her Social Status for better or for worse. For a beginning character, Social Status affects initial starting money—a Wealthy character will usually have more money than a Poor character.

**Instructions:** Roll a d100 and add the *CuMod* from *Table 102* to the result. Following each Social Level entry is a Social Level Modifier (*SolMod*). Write the selected Social Level on line 103 of the Worksheet and the corresponding *SolMod* value in the Die roll modifiers box. The *SolMod* is used to modify other die rolls. Modify the character's Education Point total (see below), read the roleplay notes and the Social Level description, then go to *Table 104: Birth & Family*. Record the character's literacy chance on line 103 (see page 6 more more information on Literacy).

**Education Points:** Add (or subtract) the indicated number of points fromthe character's Education point total.

**Roleplay:** Like culture, the character retains at least some of the values and attitudes of the Social Status of his birth, even though he changes social standing. The longer a character spends in a Social Status level, the more he adopts the attitudes of that social standing. A Poor character who becomes Well-to-Do may initially be frugal, but the longer he lives the good life, the more concerned he becomes about appearing Wealthy.

## Destitute

These people are considered the dregs of society. They own no property, and may have no fixed home. Some perform no real work and are often unemployable. Others are in bond to a master and live at his whim. Still more barely live off what meager bounty the land provides. These folk may often be a subclass or "race" of one type of being who are discriminated against by their fellows. The chief industry of this class is foraging and scavenging. This is survival level—no luxuries. Money is rare and all income goes toward merely staying alive. Includes street people, unemployables, serfs, backwoods folk, sharecroppers, rural bandits, some slaves, and unfortunate Primitives.

**Gameplay Benefits:** Literacy chance is -30% to the base Tech Level chance. As a child, a Developing, Dynamic, Retrogressive or Decadent character attains Rank 3 skill in street fighting (Dagger and Brawling). As an Adolescent, this skill increases to Rank 4. In a Developing, Dynamic or Retrogressive Culture, the character has a 40% chance to have Underworld Experience (see *Table 529: Underworld Experience*). In a Decadent culture, this rises to 60%.

**Money:** 25% of normal starting money. No sane person outside the character's own Social Level will loan him money.

**Roleplay:** Destitute characters may believe that they have no real control over their own lives and exist merely at the whim of others, whether it be the gods, the wealthy or just anyone who is not Destitute. This attitude might be expressed as hopelessness, or become hatred and revenge against either society or those believed to be the cause of his misfortune.

## Poor

Poor people have comparatively low income. They usually do not or cannot own property. Dwellings may be government subsidized and usually of lesser quality, sometimes due to uncaring landlords who may also be the Poor person's employer. Transportation is usually old and/or previously owned. Non-Nomadic Poor rarely travel and almost never leave the planet (or even town!) of their birth. Luxuries include nice food, heat, pets and clean water. In some societies, the Poor are but a step above slaves. Includes most laborers, low-level craftsmen and technicians, soldiers, peasants, public welfare recipients, some landowning farmers, apprentices, and low-level office or shop workers.

**Gameplay Benefits:** Literacy chance is -15% to the base Tech Level chance. As an adolescent, the character has a 50% chance to attain Rank 3 rating in street fighting. Character has a 15% chance to have Underworld Experience during Adolescence (see *Table 529: Underworld Experience*).

**Money:** 50% of normal starting money. Character will have difficulty borrowing anything more than small change from other than criminal sources.

**Roleplay:** The Poor must work hard to keep what little they have, otherwise they would be Destitute. A Poor character might always be concerned about having enough to get by; but the Poor usually have hope — that they or their children might have a better life if they can work hard and long enough (though government hand-out programs often sap these folk's image of self worth). Although a character from this Social Level may long for a better life, he or she could be satisfied with the way things are. Hard work is good and the rewards enjoyable. Of all the Social Levels, the Poor are most likely to strongly emphasize religious matters in their lives or be superstitious.

**Table 103 continues on the next page . . .**

## Comfortable

This is the middle class of any Culture, regardless of the Tech Level or average wealth of its citizens. These folk usually live in clean, nicely apportioned homes or apartments, often in better neighborhoods. They eat regularly and occasionally very well. Children are schooled and often go on to higher education. They usually own conservative forms of transport—a modest ground car or other inexpensive vehicle. Luxuries include travel vacations, good food, the ability to hire occasional menial services, nice clothing, and leisure devices. This class includes "impoverished" nobility, upper level office workers, professors and teachers, skilled craftsmen and technicians, highly-skilled laborers, lower government officials, low-ranking military officers, lesser clergy, and shopkeepers.

**Gameplay Benefits:** Character has a +5% to base Tech Level chance to be literate. Education is +1d4 points. Character has a 45% chance to own a sport weapon (such as a hunting rifle).

**Money:** 100% of normal starting money. Character has no problem borrowing moderate amounts of money at fair rates.

**Roleplay:** Folk from this Social Status are considered to represent the mainstream of their Culture's beliefs and attitudes.

## Well-to-Do

These folk are the upper end of the middle class. They typically *own* larger homes, have a household servant (a cook and/or maid), have conspicuous private transportation, and travel abroad (including interplanetary or interstellar travel). They often own more than one well-appointed home in more than one city. Their children are privately educated and attend prominent universities. Luxuries include elegant furnishings, artwork, libraries, parties, fine clothing, and some exotic foods. This class includes younger offspring of Nobility, highly skilled craftsmen and technicians, high-ranking military officers, successful merchants, ship owners, high-ranking clergy of prominent religions, high-level office and government workers.

**Gameplay Benefits:** Literacy chance is +30% to the base Tech Level chance.

**Money:** 150% of normal starting money. He has no problem borrowing good-sized sums of money at reasonable rates.

**Roleplay:** Outward appearances are often the be-all and end-all of this Social Status and these folk may try to act like they are Wealthy. A strong tendency here to look on lower Social Statuses as something bordering on "unclean" and to attempt to associate only with those of equal or higher status. Of all Social Statuses, Well-to-Do folk are probably the least tolerant of their children becoming adventurers ("What will the neighbors think?").

## Wealthy

These people are rich. They own large estates, have many servants, plush furnishings and large holdings of commercial property. They usually make their money from investments, real estate holdings, commodities and gouging poorer folk. What most lower social levels see as luxuries, they take for granted. This class includes most nobility, merchant princes, high priests of rich cults, owners of very successful companies, political and criminal leaders.

**Gameplay Benefits:** Literacy chance is +50% to the base Tech Level chance. Education is +2d6 points. Character will usually have a finely furnished home, a personal vehicle, fine clothing, 1d3 pieces of jewelry worth 10x starting money each, 1d3 sport weapons, a legal energy weapon (if allowed by Tech Level), and a finely-crafted bladed weapon appropriate to his culture. Character has a 20% chance to have use of a small private air craft (if allowed by Tech Level).

**Money:** 300% of normal starting money. Character has no problem borrowing large sums of money at favorable rates.

**Roleplay:** A Wealthy character is accustomed to the finer things in life and may be uncomfortable in less-than-elegant surrounds. It may be hard for a Wealthy character to accept someone from a lower Social Status as an equal.

## Extremely Wealthy

Like the Wealthy, they have heaps of money. However, they view the merely Wealthy as cheapskates. Extremely Wealthy folk own estates the size of small countries, have armies of servants (and often at least one army), throw parties that would beggar most cities, and are often quite eccentric. This class includes heirs of old family fortunes who have continued to expand their holdings, world rulers, owners of huge, grossly successful, multinational or even multiplanetary, heavily diversified corporations

**Gameplay Benefits:** Literacy chance is +50% to the base Tech Level chance. The character has a 30% chance to be able to speak 1d4 other languages. Within reason (the DM's), a character can begin with just about anything he desires (often regardless of his society's Tech Level), including fine clothing, unusual equipment, ground vehicles, small aircraft, arms and armor, exotic technology, even a small space craft. Reasonable availability of items should be a limiting factor.

**Money:** Within reason (again), the character has as much money as he requires — as long as he is at home (this should be limited to 20x the normal starting money). Character has no need to borrow money unless he is bankrolling a country or a war.

**Roleplay:** Chances are that a character from this Social Level will believe that money solves all problems. He may also never have been exposed to the seamier side of life and may have no concept of what it is like NOT to have a desire gratified instantly. Although cliché, the "spoiled rich" kid could easily fit this character. Also see Wealthy roleplay guidelines.

## Nobility

The character who rolls this is a member of a titled Noble family, the aristocracy of old. These folk have fancy titles, and are generally better off than their fellows. Follow the instructions below to select titles, lands and so on, then return here.

**Special Instructions:** Go to *Table 749: Nobles* to determine the Noble title of the character's parents and other items of importance to Nobles. Finally, reroll Social Status on this table (to find out the family's wealth and current situation), adding the *TlMod* from *Table 749*. Reroll results of 99 to 107. Add 5 to the resulting *SolMod*. The maximum possible *SolMod* for a Noble is 15.

**Gameplay Benefits:** Literacy chance is +30% over the base Tech Level + Social Status chance. Education bonus is added to Social Status education points. A Noble character has a 50% chance to have a strange personality quirk, selected from *Table 644: Exotic Personality Traits*.

**Money:** Money is determined by Social Status.

**Roleplay:** Nobles, by definition, are supposed to be better than other men, born to lead their lesser brethren. Even a Destitute Noble will consider himself to be better than others. The importance and role of Nobility will vary with the Culture. They may be dynamic hereditary leaders, able to command men to their deaths, or pleasure-loving parasites, tolerated only out of tradition. Read the roleplay guidelines under *Table 749: Nobles* for further help in roleplaying this character.

**From Here — Continue on to Table 104: Birth & Family ...**

# 104:
# Birth & Family

A character's life begins among his family. Though they may not figure heavily into his later adventures, a character's first values come from his family. It is here that he may place his strongest allegiances.

## 104A: Birth Legitimacy

An illegitimate child is a child begotten of a woman not married to the father and who is not subsequently adopted by the father's family.

**Instructions:** Roll a d20. If the result is 19+, the character is illegitimate and has a *LegitMod* equal to 1d4. Subtract the *LegitMod* from the character's *SolMod* to get the character's new *SolMod*. Record birth legitimacy on line 104A of your worksheet. Go to *104B: The Family*.

**Gameplay Notes:** If a Noble character is illegitimate, he gains no further benefit from his *TlMod*, unless he is the sole heir of his Noble parent.

## 104B: The Family

Most characters begin life as part of a family group, often including a mother and father, a few brothers and sisters and often additional relatives who make up an extended family.

**Instructions:** Roll a d20. Match the result against *Table 104B* to determine the type of family arrangement. Write the result on line 104B of the character worksheet and go on to the next step, *104C: Siblings and Birth Order*.

**Roleplay:** The family is the core of a character's early growth. A character who grows up surrounded by relatives often has a different perspective on life than a child raised by a single parent. Family may be relied upon for aid in times of need.

## 104C: Siblings & Birth Order

Chances are that the character has or had one or more brothers and sisters. Birth order can affect things like inheritance, family influence, career, titles and personality.

**Instructions:** To find the number of siblings (if any) known to have survived birth, roll a d6-1. Record this number on the worksheet. Next roll a d6 again. If the result of this roll is less than the number of siblings, it then represents the character's order of birth. If the number is greater, then roll for Hi/Lo. Hi = character is firstborn. Lo = character is last born. Record the order of birth on the worksheet, then go on to *Table 105: Place of Birth*.

**Roleplay:** Siblings can be best friends, ardent rivals or even worst enemies. They can be ordinary people or they can be exceptional individuals whose talents outshine the character's own (imagine always living in the shadow of a more successful brother or sister). You may wish to further expand upon siblings by giving them names, sexes, ages, and so on.

First born children are often more aggressive and receive most of their parent's attention and resources. Younger children may try to live up to an older sibling's reputation, or take on a "why even try" attitude.

**Gameplay Benefits:** First borns usually inherit Noble family titles. Any other inheritance is divided equally among the character and his siblings.

**1d20 104B: The Family (roll 1d20)**

| | |
|---|---|
| 1-5 | **Two Parents.** |
| 6-9 | **One Parent.** Roll Hi/Lo. Hi = Mother. Lo = Father. |
| 10 | **Creche.** Communal child-rearing. |
| 11 | **State-run Centre.** Communal child care. |
| 12 | **Aunt and Uncle.** |
| 13 | **Older Sibling.** Roll Hi/Lo. Hi = Brother. Lo = Sister. |
| 14 | **Grandparents.** +1d4 Siblings. |
| 15 | **Guardian.*** |
| 16 | **None known.** Left to fend for self. Change Social Status to Destitute ( +d3 Ranks to Survival Skills). |
| 17 | **None known.** Raised in an Orphanage. Change Social Status to Poor. **GM ONLY:** See entry #104B on *Table 967: GM 's Specials*. |
| 18 | **Other Relation.** Select on *Table 104D: Other Relations*. |
| 19-20 | **More Relatives.** Reroll basic family type, ignoring rolls higher than 18. Then select 1d6 additional relations from *Table 104D: Other Relations*. |

* If the roll indicates that the character was raised by a guardian, roll 1d20. If the result of the roll is 8 or less, refer to *Table 747: Guardians*. If the result of this roll is greater than 8, then the character was somehow orphaned at birth and adopted into a more-or-less normal family group. Roll a second time on this table, rerolling results of 14 or higher.

## 104D: Other Relations

Use only if directed here by another table

**Instructions:** Roll 2d8 on the table below. Unless the relative has an obvious sex (such as a mother), roll Hi/Lo to determine the relative's sex. Hi = female. Lo = male. Also, for relations outside the immediate family, determine which side of the family the relative is related to. Roll for Hi/Lo. Hi = Mother. Lo = Father.

**Note:** The possibility of Time Travel in science fiction gaming makes situations involving distant descendants or ancestors and even the character's own children possible.

**2d8 104D: Other Relations (roll 2d8)**

| | |
|---|---|
| 2 | **Child.** Roll Hi/Lo. Hi = Son. Lo = Daughter . |
| 3 | **Distant Relative.** Shares a common ancestor. |
| 4 | **2nd Cousin.** A cousin's child or a parent's cousin. |
| 5-6 | **Sibling.** Roll Hi/Lo. Hi = Brother. Lo = Sister . |
| 7 | **Spouse** (husband or wife). |
| 8 | **First Cousin.** The offspring of an uncle or aunt. |
| 9 | **Aunt or Uncle.** |
| 10 | **Great Aunt or Uncle.** |
| 11 | **Parent.** |
| 12 | **Grandparent.** |
| 13 | **Great Grandparent.** |
| 14 | **Ancestor.** Roll a d3 and add 1. The result is the number of generations removed from the character's grand parents (Great Grandparent, Great-great Grandparent, etc.). |
| 15 | **Descendant.** Roll a d3 and add 1. The result is the number of generations removed from the character. |
| 16 | **Mysterious.** The person claims to be a relation, yet the character was not aware of the person's existence. Reroll the relationship, ignoring rolls over 15. **GM Only:** see entry #104D in *Table 867: GM's Specials*. |

**From Here: Continue on to Table 105: Place of Birth**

# 105:
# Place of Birth

Your character was probably born somewhere, possibly some-.place unusual (or even someplace exotic).

**Instructions:** Use *Table 105A: Homeworlds* only if the character's primary future history is NOT Tarnished Tomorrows or Post Holocaust. These futures assume that birth occurs on the character's racial home world (Optional for Tarnished Tomorrows/ Post Holocaust characters: roll a d10. On result of 10, the character was born off-world).

Otherwise roll a d10 on *Table 105A: Home worlds* to determine what kind of planet the character was born on (or near). Then roll the physical type of the world on *Table 105B: World Types*. Next, roll the place of birth on *Table 105C: Place of Birth*. Each entry on this table is accompanied by a number in parentheses. This number is the character's Birth Modifier or *BiMod*. Write the Place of Birth and the character's home world type on line 105 on your worksheet and the *BiMod* in the Die Roll Modifiers box. From here, go to *Table 106: Unusual Births* unless instructed otherwise.

**Roleplay:** Imagine the circumstances that would have brought the character's mother to the location of birth. Could there be some event or individual that caused the character to be born here? How does it fit in the with character's Technoculture or Social Status? Would it be normal for a character to be born there, even under unusual circumstances?

## 105C: Place of Birth (roll 2d8+ Tech Level)

| 2d8 | BiMod | Character was born: |
|---|---|---|
| 2-3 | (+5) | In a combined exotic location. Select two locations on *Table 105D: Exotic Places*, combine them together and add the *BiMods*. |
| 4-5 | (5) | In a field (out in the open, not in a building) |
| 6-7 | (5) | In a forest (in the trees, not in a hut or house) |
| 8 | (5) | In a barn (or other farm building) |
| 9-12 | (5) | In the character's family home |
| 13-14 | (0) | In a birthing Center or Clinic |
| 15 | (5) | In a foreign land (roll once again on this table for more information). |
| 16 | | Reroll, but do not add Tech Level. |
| 17 | | In an exotic location. Select it on *Table 105D: Exotic Places*. |
| 18-26 | (0) | In a hospital |
| 27-30 | (5) | In a vehicle while travelling. Roll a d6 on the subtable below: |
| | | 1 In a wagon |
| | | 2 in a motorized land vehicle |
| | | 3 in a ship at sea |
| | | 4 born in an aircraft |
| | | 5 born in a submersible vessel |
| | | 6 born in an orbital shuttle |
| 35 | (+5) | In a combined exotic location. Select two locations on *Table 105D: Exotic Places*, combine them together and add the *BiMods*. |

## d10 105A: Home worlds (roll a d10)

| | |
|---|---|
| 1-3 | Racial Home world (Example: planet Earth). |
| 4-5 | Core World (near the center of civilization). |
| 6-9 | Colony World (at the fringe of civilization). |
| 10 | Frontier World (civilization, what's that?). |

## d10 105B: World Types (roll a d10)

| | |
|---|---|
| 1 | **Volcanic world.** Active volcanism everywhere. |
| 2 | **Hostile world.** This world is unsuited to supporting life. |
| 3 | **Water world.** Mostly oceans and small islands. |
| 4 | **Swamp world.** Covered by endless marshes and swamps. |
| 5 | **Earthlike world.** Much water, large land masses. |
| 6 | **Barren world.** Rocky and barely habitable. |
| 7 | **Glacial world.** Mostly ice and snow, but life can exist here. |
| 8 | **Forest world.** Covered by huge tracts of virgin forest. |
| 9 | **Desert world.** Has atmosphere but little or no water. |
| 10 | **Reroll.** Add 4 to the die roll result. |
| 11 | **Airless rock-ball.** Like Earth's moon, heavily cratered. |
| 12 | **Chunk.** An airless asteroid. |
| 13 | **Artificial world.** A world constructed by sentient beings. |
| 14 | **Ice-ball.** Entirely iced over, little breatheable atmosphere. |

## 105D: Exotic Places (roll 1d20)

Use only if directed here by another table

| d20 | BiMod | Character was born ... |
|---|---|---|
| 1 | (10) | In a prison cell (might indicate that the character's mother was imprisoned at the time). |
| 2 | (20) | In a scientist's research laboratory. |
| 3 | (15) | In a temple of a good church or religion. |
| 4 | (5) | In an office building. |
| 5 | (5) | In a back alley. |
| 6 | (5) | In a brothel (this does not necessarily indicate that his mother was a prostitute). |
| 7 | (5) | In a palace. Roll a d4 on the subtable below. |
| | | 1 A local ruler |
| | | 2 A powerful and influential ruler |
| | | 3 A powerful evil being |
| | | 4 A powerful good being |
| 8 | (10) | On a space craft. Roll a d4 on the subtable below. |
| | | 1 born during hyperspace jump. |
| | | 2 born in orbit around a world |
| | | 3 born in free-fall (no gravity) |
| | | 4 born during a high-speed chase |
| 9 | (10) | On an orbiting space station. |
| 10 | (5) | In a bar or tavern. |
| 11 | (10) | In the sewers. |
| 12 | (5) | In a criminal hideout. |
| 13 | (15) | In the home of aliens. Select the alien type on *Table 748: Aliens*. |
| 14 | (25) | Born within the gravitation effects of a black hole. |
| 15 | (20) | In the temple of an evil or malignant cult. |
| 16 | (25) | In another dimension.† |
| 17 | (10) | In another time period.† |
| 18 | (5) | On another world.† |
| 19-20 | (5) | Roll twice more on this table. Combine the results (and *BiMods*) in a workable way. |

† Character was then transported to this world 1d4 years after birth.

From Here — Continue on to Table 106: Unusual Births

# 106: Unusual Births

Heroic characters often begin their lives under unusual, dangerous or even mysterious circumstances. These events often knowingly or unknowingly shape their later lives.

## 106A: Birth Circumstances

**Instructions:** Roll a d100 and add the character's *BiMod* (from *Table 105*) to the result and match the total against *Table 106A* to check for the occurance of unusual circumstances surrounding the character's birth.

If one or more unusual occurances took place, record the number on line 106A of the character worksheet and go to *Table 106B: Birth Events*. If there are no unusual birth events, proceed to *Table 107: Parents & NPCs*.

**Player Characters:** If you are a player, creating a Player Character and the result on *Table 106* indicates that the GM is to determine one or more unusual birth circumstances, make a note of this on your character worksheet. Your character is not aware of the true nature of the resulting circumstance (or its effects have yet to reveal themselves). Let your GM make those rolls. He will then reveal any obvious results and make a note of the "truth." Discovery of the "truth" about a character's birth could easily become a motivation for the character.

**Non-Player Characters:** If you are a GM, creating a Nonplayer Character (NPC) and the result on *Table 106* indicates that the GM is to determine an unusual birth circumstance, make the roll, but assume that the NPC is unaware of the true nature of such rolls.

### 106A: Unusual Births (Roll a d100+*BiMod*)

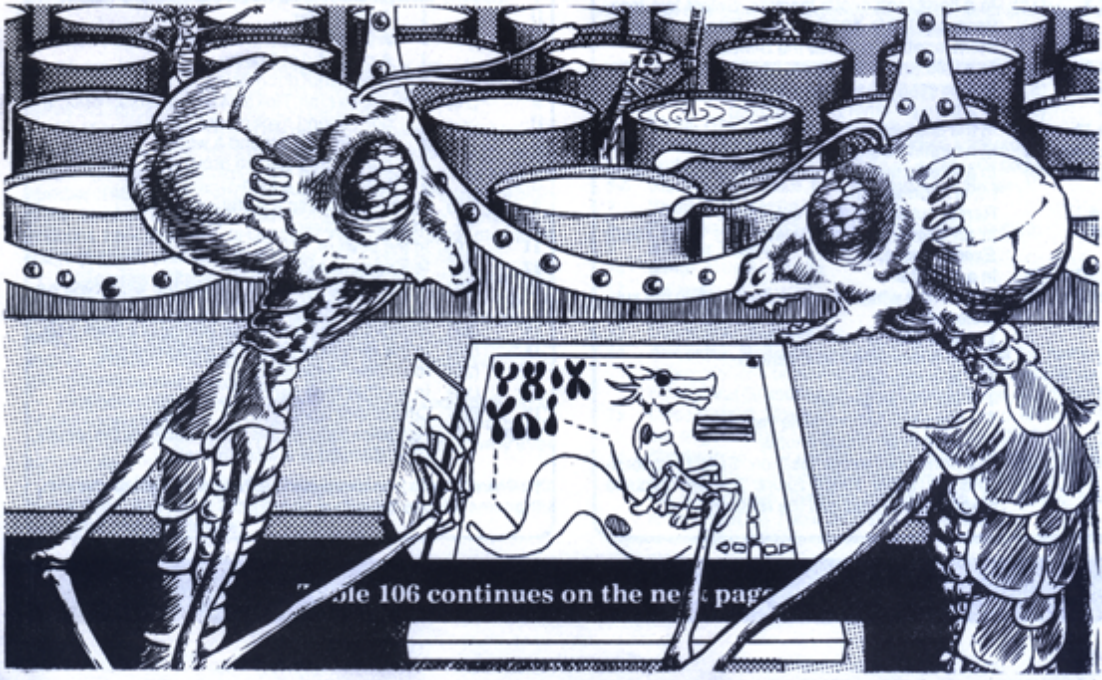
| d100 | Unusual Births |
|---|---|
| 01-50 | Nothing unusual occurred. |
| 51-76 | One unusual occurance. |
| 77-85 | Two unusual occurances. |
| 86-92 | Two unusual occurances – GM selects one. |
| 93-94 | Three unusual occurances. |
| 95-97 | Three unusual occurances – GM selects 1d2. |
| 98 | Four unusual occurances. |
| 99-105 | Four unusual occurances – GM selects1d3. |
| 106+ | Five unusual occurances – GM selects1d3. |

## 106B: Birth Events

This table is a collection of unusual events that can surround the birth of heroic characters. The mysterious nature of their births often foreshadows lives fraught with the unusual.

**Instructions:** Take the result from *Table 106A* and roll a d100 that many times on the table below. If a later roll contradicts a previous roll, take the first result obtained. Reroll all duplicate results. Record each birth circumstance on the lines provided in the NOTES & EVENTS section of the worksheet.

**Roleplay:** The circumstances surrounding a character's birth are often seen as omens that foretell the child's life. An asterisk (*) following the number on a table entry indicates that others who know of this occurance may treat the character differently than they might a "normal" child. The character might be seen as being special, gifted, or even "unclean," something to be hidden away. Often the worst events are kept from the child, but he or she may then grow up surrounded by whispers, strange looks and possibly avoidance. These types of situations could make the character curious about his future, or even fearful of it. He will probably believe that there is something special (for good or ill) about his life and his purpose in the ultimate scheme of things.



...ble 106 continues on the ne... page

## d100 106B: Birth Events (Roll a d100)

**01-05*** A person of note in the vicinity of the character's home died when he or she was born. Character could be blamed for the death, or he might be presumed to be a reincarnation of the deceased. Select person on *Table 745: Others.*

**06-10*** Exotic toxic waste is dumped very close by.

**11-15*** Mother died in childbirth. Select additional notes about the death on *Table 542: Death of a Loved One.*

**16-20** Due to complications, the character almost dies during birth. The doctors (or whomever presided at the birth) are amazed that the character lived. Add 1 to the character's Constitution attribute.

**21*** Due to complications, the character's twin dies during birth.

**22-24** Father believes the character is not his child, but the offspring of another man (whether true or not).

**25-30** Character has identical twin (20% chance of being separated at birth). Also, roll a d6. On a result of 6, the twin's personality is drastically different than that of the character, possibly even opposite (if one became good and noble of spirit, the other might become evil and cruel).

**31-34*** A family member died the day that the character was born. Character could be blamed for the death, or he might be presumed to be a reincarnation of the deceased. Select person on *Table 104D: Other Relations.*

**35-38** Seasonally unnatural weather occurred. This might include blizzards in summer, soaring temperatures in winter.

**39-42** Character is hidden away to prevent others from the knowing of his birth.

**43** **GM Only:** refer to item #106A on *Table 967: GM's Specials.*

**44-46*** A seer declares that the character will be afflicted by an ancient family curse (that the character's family obviously thought was long gone) upon reaching adulthood. Once each year, the adult character (and those around him) may be afflicted by a tragedy. Roll a d6 on the character's birthday after he reaches adulthood. If the result is 5-6, then have the GM select an event on *Table 520: Tragedies* and work the outcome into the events of his campaign.

**47*** **GM Only:** see item #106B on *Table 967: GM's Specials.* Players STAY AWAY!

**48*** The sky darkened when character was born (like an eclipse). If born at night, the moon and stars went dark briefly.

**49-50*** The house became infested with poisonous creatures the next day (some one may have been killed).

**51-56*** Character was put up for adoption upon birth.

**57-58*** Character is born with serious physical afflictions. Physicians replace 1d3 defective or missing body parts with bionic counterparts. Select the details on *Table 861: Bionics.*

**59-60*** Infant character was left to die (maybe in a trash bin?) by natural mother. Character is subsequently raised by foster parents who are given custody of the infant.

**61-62** Character has a fraternal twin. Roll Hi-Lo to determine gender (Hi- female. Lo- male).

## d100 106B: Birth Events ( Continued ... )

**63-68*** Character's is born immediately after a Tragedy (go to *Table 520: Tragedies* to determine the nature of the occurance). **Roleplay:** Superstitious folk often associate one event with another. Others who know of this occurance might easily believe the character's birth was related to the tragedy.

**69-77*** Character is born with an unusual birthmark. Select mark on *Table 857: Birthmarks.*

**78*** At birth, the character is fitted with a symbiotic alien organism that replaces the function of a body part. Treat living part as if it were bionic. Select details on *Table 861: Bionics.*

**79-83** Character's mother attempted to kill character immediately after birth, but was prevented. No justification was given at the time for her behavior.

**84** Character is one of a set of identical triplets.

**85-88*** Character's is born immediately after Something Wonderful occurs (go to *Table 521: Something Wonderful ...* to determine the nature of the occurance). **Roleplay:** Superstitious folk often associate one event with another. Others who know of this occurance might link the character's birth to the other event.

**89-93*** Character is born during the occurance of a noteworthy event. Roll a d10 on the subtable below to select the event.

| | | | |
|---|---|---|---|
| 1 | A war | 6 | A famine |
| 2 | A rebellion | 7 | A plague |
| 3 | A journey | 8 | A holiday |
| 4 | An attack | 9 | A radiation storm |
| 5 | A power blackout | 10 | An eclipse |

**94** Character born with 1d3 psionic powers. Select them on *Table 862: Psionics.*

**95-99** A Mysterious stranger bestows a gift on the character at birth. Go to *Table 854: Gifts & Legacies* to determine the nature of the gift. Roll a d6. On a result of 6, the character later learns the identity of the stranger. Use *Table 745: Others* to determine this identity.

**100** Roll Twice more and add 1d20 to the resulting rolls.

**101-110** Character is part of an unusually large multiple birth. Roll 2d4+1 to determine the number of surviving siblings. **Roleplay:** Character will have to deal with a small amount of lingering fame, due to the bountiful accident of his birth.

**111-118*** Character is the end product of a eugenics experiment to produce a super-being by way of selective breeding. Roll a d6 for each of the character's attributes (see page 5). If the result is a 5-6, add 1d3 points to that attribute.

**119-120*** Character is the end product of a genetic engineering experiment. Roll 1d6 for each of the character's attributes (see page 5). If the result is 6 add 1d6 to the that attribute. If the result is 1 subtract 1d3 from that attribute. Total up the *number of attributes changed* and multiply the total by 5. This is the percentage chance for the character to receive an item from each of the following tables. Make a separate check for each table.

*Table 859: Talents, Mutations & Modifications*
*Table 860: Serious Wounds* (treat as a birth defect)
*Table 862: Psionics*
*Table 863: Appearances* (reroll results that seem wrong)

**From here — Continue on to Table 107: Parents & NPCs . . .**

# 107:

# Parents & NPCs

A character's parents are really Nonplayer characters (NPCs). For most NPCs, just labeling them by their occupation or relationship to the character will be enough. For other important NPCs, you will want to create backgrounds as detailed as those you make up for player characters. Rather than use the regular method to create every NPC who needs a bit of history, it's nice to touch only the highlights and yet still get an interesting character. The following two tables reveal important aspects of an NPC, those that stand out when he is encountered.

**Instructions:** Make the NPC's appearance noteworthy. Select an item on *Table 863: Appearances*. Read the notes below then go on to *Table 107A*.

**Special Notes about Parents:** What a character becomes is greatly influenced by the beliefs, attitudes and lifestyle of those who rear him as a child or adolescent. In the best of situations, these are the character's parents; but can also be guardians or masters of an orphanage.

## Table 107A: Occupations

Regardless of technology, culture or social status, all persons in a society are assumed to have an occupation, something that they do that provides food and shelter for themselves and their dependents.

Rather than say that the father or mother of a particular family is the prinicple money-earner, the term "head of household" is used. The head of the household is the parent upon whom society traditionally places the burden of support. In many societies this is the father or male parent, but it may also be the most skilled worker in the famly.

**Instructions:** Roll a d20 to select the Parent's or NPC's occupation. Note that this table merely selects the number of occupations in the household, not the actual jobs performed. Follow the directions given for the result. Then continue on to *Table 107B* to continue the NPC's (or parent's) development.

**Note:** If you are creating an NPC who already has an occupation, skip this table and go on to *Table 107B*..

| d20 | 107A: Occupation (roll a d20) |
|---|---|
| 1-12 | Head of household (NPC) has one occupation. Use the appropriate occupation table for the parent's or NPC's Technology Level (see below). |
| 13-14 | Head of household (NPC) has one primary occupation which is performed full-time and a secondary occupation which is performed on a part-time basis. For the primary occupation, use the appropriate occupation table for the parent's or NPC's Technology Level and (see below). For the secondary occupation, repeat the process for the primary occupation, but do not add in any modifiers for Social Status. |
| 15-16 | Head of household (NPC) does not work. Other parent works. Use the appropriate occupation table for the parent's or NPC's Technology Level and Social Status (see below). For an NPC or single parent household, treat as a result of 13-14. |
| 17-18 | Both parents within the household have an occupation. Use the appropriate occupation table for the parent's or NPC's Technology Level and Social Status (see below) for each parent. For an NPC, treat as a result of 13-14. |
| 19 | Head of household (NPC) is or was an adventurer. |
| 20 | Head of household (NPC) does not have a readily apparent occupation of any kind. When money is needed, it just seems to be available. **GM ONLY:** See entry 107A on *Table 967: GM 's Specials* . |

### Which Occupation Table is the Right One?

Tech Level is used to select occupation types as shown in the chart below:

**Tech Level 1 to 3,** use *Table 413F: Lo-Tech Occupations.*

**Tech Level 4+,** use *Table 413A: Occupations.*

## Table 107B: Noteworthy Items

For Parents and other important NPCs, this table determines the number of unusual events that have already taken place in their lives — the things they are best known for. These are the NPC's most outstanding features. Most features will either be readily apparent upon encountering the NPC or upon getting to know him better.

For parents and guardians, this table determines the number of things that a character remembers about the person or persons who raised and reared him through childhood or the things that those persons did or became that will eventually affect or involve the character. For the most part, these things will be applied to the head of the household.

**Instructions:** Roll a d3 once. The result is the number of rolls to make for Noteworthy Items about the Parents or NPC. Roll a d20 for each item, match the result on the table below, and record any important information about parents in area 107 of the History Worksheet (use back of sheet if necessary).

**For Parents/Guardians Only:** For each Noteworthy Item, roll both a d20 and a d6. The d20 indicates the entry in the table. The d6 determines to which parent (or guardian) the selected entry applies. A d6 result of 1-4 indicates the head of the household. A result of 5-6 indicates the entry applies to the other parent (or guardian). If only one parent (or guardian) is alive, then the results are all applied to that parent. If an orphanage is being rolled for, the results are applied to the head master or head mistress of the orphanage.

Table 107 continues on the next page . . .

**d20 107B: Noteworthy Items (roll a d20)**

1 NPC is noted for an outstanding aspect of his personality. Roll a d8 on the subtable below to select this noted trait.

- 1-2 Noted for a Lightside personality trait. Select trait on *Table 643A: Lightside Traits.*
- 3-5 Noted for a Lightside personality trait. Select trait on *Table 643B: Neutral Traits.*
- 6-7 Noted for a Darkside personality trait. Select trait on *Table 643C: Darkside Traits.*
- 8 Noted for an exotic personality trait. Select trait on *Table 644: Exotic Personality Traits.*

2 NPC had 1d3 unusual birth circumstances. Select them on *Table 106: Unusual Births.*

3 Devotes time to a hobby. Go to *Table 419: Hobbies* to determine the hobby and the degree of interest in it.

4 NPC possesses an unusual item. Select the item on *Table 854: Gifts and Legacies.*

5 NPC is noted for his appearance. Select 1d3 additional appearance items on *Table 863: Appearances.*

6 NPC was affected by an exotic event which is spoken of often. Go to *Table 540: Exotic Events* to determine what occurred.

7 NPC is noted for an unusual ability or physical feature. Select this oddity on *Table 859: Talents, Mutations & Modifications.*

8 NPC has an obsession regarding something that had happened (or might happen), something that dominates the rest of his life. Roll a d6 on the following table to determine the focus of the obsession:

- 1 A relationship with someone. Go to *Table 745: Others* to determine the person.
- 2 A significant event from the past. On *Table 208: Significant Events of Childhood & Adolescence,* determine what happened.
- 3 The working out of a personality trait. Roll a d6. On a result of 1-2, go to *Table 643A: Lightside Traits* to determine this trait. On a result of 3-4, go to *Table 643B: Neutral Traits* to determine this trait. On a result of 5-6, go to *Table 643B: Darkside Traits* to determine this trait.
- 4 The accomplishment of a motivation. Go to *Motivations* on page 8 to determine this goal.
- 5 Accomplishing a future event. On *Table 211: Significant Events of Adulthood,* determine what the NPC seeks to have occur.
- 6 Preventing a future event. On *Table 211: Significant Events of Adulthood,* find what the NPC seeks to stop.

9 NPC has a secret identity. Select the Social Status *(Table 103)* and occupation (as appropriate to Culture, see previous page) for the other identity.

10 NPC has a patron. Determine the details about this service relationship on *Table 539: In the Service of...*

11 NPC is a military veteran. Select the branch of service on *Table 532: Military Duties.*

12 NPC is very religious and constantly seeks to evangelize others to join his religion, faith, or cult. Select the religion worshipped on *Table 537A: Religions.*

**d20 107B: Noteworthy Items (continued ... )**

13 NPC is noted for or hesitant to speak of something that occured in his past. Roll a d4 on the subtable below to determine the situation.

- 1 NPC is famous for the occurance of a Significant Event, possibly even a hero. Determine what took place on *Table 211: Significant Events of Adulthood.*
- 2 NPC is persecuted or villainized for the occurance of an event. Determine what took place on *Table 211: Significant Events of Adulthood.*
- 3 NPC is important in home village/town/city, not just another face in the crowd.
- 4 NPC won't speak of something that occurred in the past. **GM ONLY:** Determine what took place on *Table 211: Significant Events of Adulthood.*

14 NPC's relationship with his family involves one of the following. Roll a d4 on the subtable below.

- 1 NPC is particularly loving towards family.
- 2 NPC does not love family or children.
- 3 Is unfaithful to spouse.
- 4 NPC has married more than once, current spouse is number (roll 1d4).

15 NPC was originally from a different culture. Determine original home Technoculture on *Table 102: Technoculture.*

16 NPC was originally of a different Social Status. Go to *Table 103: Social Status* to select the former social standing.

17 NPC is from a foreign place (either land or world).

18 NPC has made friends and/or enemies. Roll a d6 once on the subtable below.

- 1 NPC has a Rival. Go to *Table 753: Rivals* to select the antagonist. If the NPC is the character's parent or guardian, roll a d6 on a result of 5-6, the Rival also includes and seeks out the character.
- 2 NPC has many enemies. Roll 1d10+2 to determine the number. Go to *Table 753: Rivals* to determine these antagonists. If the NPC is the character's parent or guardian, roll a d6 on a result of 5-6, the rivals also include and seek out the character.
- 3 NPC has many close friends (Roll 1D10+2 for their number). These folks usually dwell in the NPC's home town. If the NPC is the character's parent or guardian, they are known as "uncle" or "auntie." Because they are like family, they may be relied on for aid in times of trouble. Determine backgrounds for these folks only as needed.
- 4 NPC has 1d6+1 jilted ex-lovers (most are still angry!).
- 5 NPC had a companion. Select the companion on *Table 752: Companions.* If the character searches long enough, the old companion can be found.
- 6 Roll twice more on this subtable, rerolling duplicates.

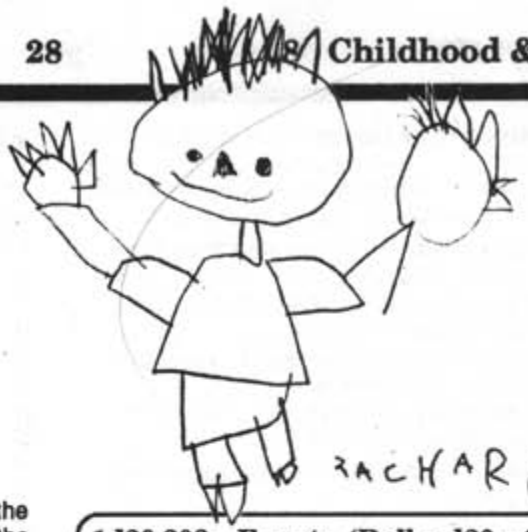
19 NPC was horribly wounded once. Select the type of injury on *Table 860: Serious Wounds.*

20 NPC is noted for his extremely unusual personality. Select 1d3 exotic personality traits on *Table 644: Exotic Personality Traits* and link them together in some fashion. Collectively, they should make the NPC character even stranger, possibly a real weirdo.

From Here — Go to Table 208: Significant Events of Childhood & Adolescence

# 208:

# Significant Events of Childhood & Adolescence




In a sense, this is where the action begins. These are the events that occur during the character's "growing" years, the memories from childhood, the activities of adolescence.

**Instructions:** Use this table twice. The first time, use the table to select events that occur during the character's childhood, age 1 through 12 for a human or use an appropriate age range for an alien race—see "Age" below and also on page 4). The second time, use it to select events that take place during the character's adolescent years, age 13 through 18 (for humans).

To find the number of significant events that occur during childhood, roll a d3. For adolescence, do the same. For each event, roll a d20 and add the character's *SolMod* to the result (Noble characters: double-check to see if 5 has been added to the *Solmod*).

For each roll, match the result against the table below and record the event in the EVENTS section of the worksheet. Many events require additional rolls on other tables. If you are asked to use another table, go to that table, follow instructions found there, record any relevant information, then return to this table until all rolls here are complete. For each event you must determine the age at which it occurs (see "Age" below) and record how it will eventually affect the character's personality (see "Developing a Personality" below). From here, continue on to *Table 211: Significant Events of Adulthood.*

**Age:** You must determine WHEN each event happens. For human childhood, roll a d12 (for ages 1 to 12). For adolescence, roll a d6 and add the result to 12 to obtain an age from 13 to 18. For alien characters, refer to "Age & Aliens" on page 4.

**Developing a Personality:** As a character grows, his personality will take shape. Many events that occur in a character's life also cause a character's personality to develop. Personality traits shape the way he acts or responds later in life. Some of these traits are good or Lightside traits; others are considered bad or Darkside traits; and still others are neutral, neither good nor bad.

Most of the events on the Significant Event Tables (*Tables 208, 209,* and *211*) are followed by a letter in brackets. This letter represents the type of personality trait that develops because of the event. An [L] means a Lightside trait. A [D] means a Darkside trait. An [N] means a Neutral trait and an [R] means that the trait, will be selected by a later die roll on *Table 312A: Personality Trait Check.*

Each time you select an Event followed by a letter in brackets, record it on the character history worksheet, and also record it's corresponding letter in the brackets to the left of the Event lines. When you get to *Table 312: Alignment & Attitude,* the instructions there will tell you what to do with the letters.

**Roleplay:** By the time a character reaches adulthood, his personality has already been determined for the good or the bad by the events of childhood. Maturity may refine the character, but rarely does it significantly change his attitudes.

### 1d20 208: Events (Roll a d20 + *SolMod*)

**1** All public assistance is terminated because of an unpopular war with another planet in the star system. All able-bodied men are drafted into military service. This causes bloody riots in the poorer sectors. The character's family is very much involved in these uprisings. [R]

**2** While foraging in a trash heap, the character finds an unusual object. Select from *Table 854: Gifts and Legacies.*

**3** Character skips school too many times. Subtract 1d4 Education points from his Education point total. [D]

**4** Character's friends involve him in illegal activities. Go to *Table 529: Underworld Experience* and follow the directions there [D].

**5** A Fateful event occurs. Roll for Hi-Lo on the subtable below.

| | |
|---|---|
| **Hi** | A Tragedy Occurs. Determine what happens on *Table 520: Tragedies.* [R] |
| **Lo** | Something Wonderful Occurs. Determine what happens on *Table 521: Something Wonderful...* [L] |

**6** Character has a misadventure on another planet. Select details on *Table 522: Otherworld Events.* [R]

**7** Learn an Unusual Skill. Select skill on *Table 865: Unusual Skills.*

**8** Learn head of household's occupation to Rank 2 competency. If no head, use patron, or random selection from *Table 413A: Occupations.* [N]

**9** Character runs away from home. Roll a d10 on the subtable below to select the events which then occur. [R]

| | |
|---|---|
| **1** | ... and never returns. |
| **2** | ... but returns after 1d8 days. |
| **3** | ... but returns after 1d12 months. |
| **4** | ... but returns after 1d6 years. |
| **5** | ... to another world. |
| **6** | ... and joins an alien circus from off-world. |
| **7** | ... and falls into the hands of criminals. Select events that occur on *Table 529: Underworld Experience* [D]. |
| **8** | ... and lives with aliens. Select the type on *Table 748: Aliens.* |
| **9** | ... and wanders the world, one step ahead of the authorities, living by wits. All survival skills improve by one Rank in each environment. |
| **10** | Roll 1d3+1 times on this subtable, discarding any conflicting events (always discard second roll). |

Continued ... ☞

Table 208 continues on the next page . . .

### 1d20 208: Events ( continued ... )

10 Character has a religious experience. Determine the details on *Table 537: Religion.* [R]

11 Family has the following attitudes towards the character. Roll a d6 once on the subtable below.

1 Character is loved by parents or guardians. [L]
2 Character is unloved. [D]
3 Family has great plans for character's future and expect's character to fulfill those plans. [R]
4 Family does not approve of character's friends. [R]
5 Family encourages character's interests. [L]
6 One parent is distant and cold towards the character. Roll for Hi-Lo. Hi = mother. Lo = father. [D]

12 Character serves a Patron. Determine the details on *Table 539: In the Service of...* [N]

13 A special age-specific event occurs. If the character is currently a child, select event on *Table 209A: Special Events of Childhood.* If the character is currently an adolescent, select the event on *Table 209B: Special Events of Adolescence.*

14 Gain friend. Select friend from *Table 745: Others.* [L]

15 A future history-specific event occurs. Select the event on the table most appropriate for your game's future history classification—*Table 525: Tarnished Tomorrows; Table 526: Final Frontier Events; Table 527: Imperial Space Events; Table 528: Post Holocaust Events.* [R]

16 1d3 more Significant Events occur during this time.

17 An Exotic Event occurs. Select the event on *Table 540: Exotic Events.* [R]

18 A change or upheaval occurs in the character's family. Roll a d6 on the subtable below to select this change or changes. **Note:** Roll all subsequent events using new *CuMod* or *SolMod.* Assume that these events take place after this event occurs. [R]

1 Character changes Culture Level. Reroll Culture Level on *Table 102B: Culture.* New Culture affects rolls for next age range, not current age range. Example: If selecting childhood events, new Culture affects adolescence.
2 Character changes Social Status. Reroll Social Status on *Table 103: Social Status.* New Social Status affects rolls for next age range, not current age range. Example: If selecting childhood events, new Social Status affects adolescence.
3 Character changes locale. Roll a d10 to determine the relative distance of the move. A result of 1 is within the same town, a result of 10 might mean a move to a distant part of the galaxy.
4 The head of the household changes occupations. Reroll the occupation on *Table 413: Occupations.*
5 Character's parents split up. Roll Hi-Lo to see who the character goes with. Hi = mother. Lo = father. Roll d6 for each parent. On a result of 1-4, parent remarries within 1d3 years.
6 Roll twice more on this subtable. These changes all occur at the same time. Reroll duplicates.

19 Character develops jaded tastes for exotic and possibly expensive pleasures. [D]

20 Roll again, add 2 to the die roll, but DO NOT add in the character's *SolMod.*

### 1d20 208: Events ( continued ... )

21 Rivals force the character's family to move to a new locale, proabably on another world, or face reprisals. [N]

22 Something bad happens to the character. Roll a d4 on the subtable below to select the event. [D]

1 Character is sexually molested by an adult. Go to *Table 745: Others,* to determine who is responsible for this terrible thing.
2 A Tragedy Occurs. Determine what happens on *Table 520: Tragedies.*
3 Character teases and angers an old alien who allegedly puts a "curse" on him. Whether really cursed or not, the character finds that all his skill use rolls are penalized by 5% (that is, it is 5% harder to make a skill check).
4 Character aquires a Rival. Go to *Table 753: Rivals,* to work out the details.

23 Something good happens to the character. Roll a d4 on the subtable below to select the event. [L]

1 The character inherits a large sum of money—10 times what the character's normal starting money would be.
2 A mysterious, but benevolent alien rewards the character for a selfless deed. The character receives part (only part) of the plans for a marvelous device. Select the device on *Table 855: Techno-Wonders.*
3 Something Wonderful Occurs. Determine what happens on *Table 521: Something Wonderful...*
4 The character aquires a Companion. Go to *Table 752: Companions,* to work out the details.

24 A special age-specific event occurs. If the character is currently a child, select the event on *Table 209A: Special Events of Childhood.* If the character is currently an adolescent, select the event on *Table 209B: Special Events of Adolescence.*

25 Roll for Hi-Lo. If Hi, then reroll on this table and add 5 to the result (scores over 35 are treated as 35). If Lo, reroll on this table, but do not add in *SolMod.*

26 Character is betrothed in a political marriage to be consummated upon reaching age of majority (about the time that a character would begin adventuring). The character's future mate lives on another planet, one that few have ever heard tell of. [D]

27 Character has an adventure (or misadventure) on another planet. Select details on *Table 522: Otherworld Events.* [R]

28 Head of household is made an advisor to a local ruler. [R]

29 Family arranges admittance to prestigious military academy. Upon reaching adulthood, character automatically enters the military as an officer. See *Table 530: Military Experience.*

30 Family throws an extravagant birthday party for the character. Everyone who is anyone attends. When all the gifts are recorded, one unusual gift stands alone without a card to say where it came from. Select this gift from *Table 854: Gifts and Legacies.* [R]

31 Character exhibits symptoms of an exotic personality. Select trait from *Table 644: Exotic Personality Trait.*

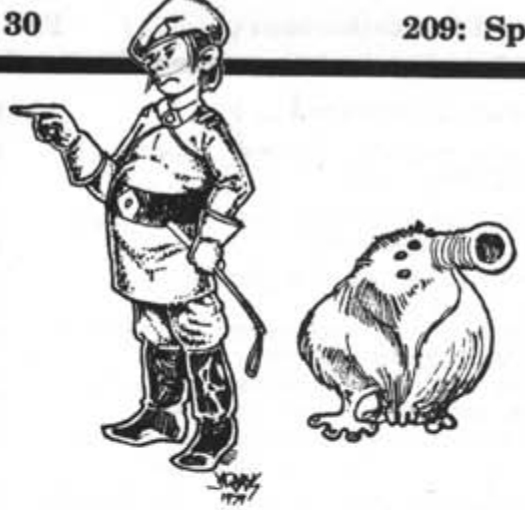
32 Family gives character his own spacecraft. Select details regarding this ship on *Table 866: Spacecraft.* Assume that it is no larger than a small yacht. [R]

33-35 Family gives the character a hunting lodge estate with 1d10 square miles of property on a distant forest world. [N]

From Here — Continue on to Table 210: Education

# 209:

# Special Events of Childhood & Adolescence



Use only if directed here by another table

The events on these two Tables (*209A & 209B*) occur only during specific age periods, either childhood or adolescence. They are significant occurances that might happen at one age, but not the other.

**Instructions:** To select a Special Event occuring during childhood, roll a d20 and match the result against *Table 209A*. To select a Special Event occuring during adolescence, roll a d20 and match the result against *Table 209B*. Return to *the table that sent you here* when you have selected an event.

## d20 209A: Childhood Events (roll a d20)

**1** Character is severely battered and abused by a relative. A concerned neighbor rescues the character from certain death. The relative is accused, convicted and imprisoned for the crime. The character has not seen the relative since the last day of the trial. Select the relative on *Table 104D: Other Relations.* [D]

**2** Character becomes emotionally attached to a simple, lovable toy and cannot bear to be parted from it for 2d10 years. [R]

**3** Character has a collection of related things, such as pretty rocks, holograms, dolls, spaceball cards, alien plant leaves, etc.

**4** Character has a close friendship with a sibling (or a cousin if no siblings exist). Sibling is either next oldest or next youngest in relation to the character. [L]

**5** Character's best friend is a family robot. Roll a d6. On a result of 6, the clunky, but faithful old machine becomes his companion. Select additional details on *Table 752: Companions.* [R]

**6** Character is a child prodigy at an unusual skill. He has a Rank 4 ability with the skill. Select the skill on *Table 865: Unusual Skills.* Regardless of his skill, the character hates to do this.

**7** The character wins a trip to a resort planet after mailing in the labels from 1d100 pouches of "Mega-crunch" the yummy synthetic breakfast substitute. The whole family gets to go too. In addition to a fun week at the Mega-land amusement mall, select an event from *Table 522: Otherworld Events.*

**8** The character and a friend discover a secret hiding place near his home. The hiding place remains undiscovered and undisturbed at least until he becomes an adult when the friend's body is found mysteriously dead in the hide out. [R]

**9** The character becomes proficient (Rank 3) at an exotic sporting event like null-grav hocki, vapor ball, or reentry surfing.

**10** A friend of the family, an old spacer, tells the character grand tales of adventure and daring do. [L]

**11** The character becomes well-known, even famous for the occurance of an event in his life. Reroll the event on *Table 208: Significant Events of Childhood & Adolescence.* [R]

## d20 209A: Childhood Events (continued ... )

**12** One of the character's grandparents dies of natural causes in the presence of the character. Roll a d10. On a result of 8-10, the grandparent entrusts the character with a secret. Note: the GM should create some piece of information that has been kept from the character until now. [R]

**13** While playing in an abandoned building, the character witnesses a crime being commited by 1d4 persons. The perpetrators of the crime (the criminals) see the character but are unable to catch him. It may be possible that these criminals still seek the character even now. Select the crime on *Table 864: Crimes.* [R]

**14** A future history-specific event occurs. Select the event on the table most appropriate for your game's future history—*Table 525: Tarnished Tomorrows; Table 526: Final Frontier Events; Table 527: Imperial Space Events; Table 528: Post Holocaust Events.* [R]

**15** An Exotic Event occurs. Select the event on *Table 540: Exotic Events.* [R]

**16** A Fateful event occurs on the same day as the character's birthday. Roll for Hi-Lo on the subtable below.

- **Hi** A Tragedy Occurs. Determine what happens on *Table 520: Tragedies.* [R]
- **Lo** Something Wonderful Occurs. Determine what happens on *Table 521: Something Wonderful...* [L]

**17** As a prank, the character uses his computer to reroute calls for a 24-hour sushi pizza parlor to the home of a popular teacher. Give the character 1d4 Ranks of computer use skill.

**18** As a result of a freakish incident at an automated shopping mall, the characteracter develops a phobia. Select the phobia on *Table 644C: Phobias,* then write a brief story about how the fear was acquired.

**19** An event that would normally affect an adolescent occurs now. Reroll this event on *Table 209B: Special Events of Adolescence.*

**20** The character acquires a hobby. Select the type of hobby on *Table 419: Hobbies* (record in the SKILLS section).

Table 209 continues on the next page . . .

**d20 209B: Adolescence Events (roll a d20)**

**1-2** Dedication to studies earns the character a scholarship and 1d4 additional education points (line 102 of worksheet).

**3** To be fashionable, avante garde young people tattoo their faces. The character is tattooed with an unusual marking. Select the type of tatoo on *Table 857: Birthmarks.*

**4** As a part of an interplanetary cultural exchange program, the character lives with a family on a Lo-Tech world. Then select an event on *Table 523: Lo-Tech Events* . **[N]**

**5** The character becomes proficient (Rank 4) at an exotic sporting event like null-grav hocki, vapor ball, or reentry surfing. This proficiency earns the character an athletic scholarship and 1d8 more education points.

**6** During a period of turbulence and unrest, the character is accused of a crime that he did not commit. Select the crime on *Table 864: Crimes* (ignore the punishment footnotes on *864*), then roll a d6 on the subtable below **[D]**:

- **1** Character is imprisoned. Go to *Table 536: Imprisoned!* to determine the details of the punishment.
- **2** Character is publicly stockaded and flogged as an example to others, causing his Charisma attribute to be reduced by a third of its total value.
- **3** Character is tortured to reveal the names of accomplices. Roll a d6. On a result of 5-6, he recieves a serious wound. Select the nature of the injury on *Table 860: Serious Wounds* .
- **4** Character is found innocent, but not before suffering serious humiliation. Reduce the character's Charisma attribute by 1d3 points.
- **5** Character is sentenced to death, but at the last second, is rescued by notorious outlaws. He now has a price on his head. Roll a d6. On a result of 6, he joins the outlaw band, remaining as a member until at least age 18. Go to *Table 529: Underworld Experience* for additional details of this phase of the character's life.
- **6** The character is sold into slavery. Go to *Table 535: Enslaved!*, to determine the details.

**7** The character befriends an elderly neighbor, who in turn teaches the character an Unusual Skill. Select the skill (and skill Rank) on *Table 865: Unusual Skills.* The neighbor is acutally a master of Legendary skill (Rank 10) who has fallen on hard times. Record the skill in the SKILLS section of the worksheet.

**8** The character acquires a hobby. Select the type of hobby on *Table 419: Hobbies.* Through the hobby, he makes friends with 3d6 other hobbyists on 1d6 other wortlds. Many of these friends become important people on their home worlds and make good contacts later in life.

**9** While on a school trip to visit his planet's capitol city, the character has a most unusual encounter. Select the encounter on *Table 524: Group Encounters.*

**10** Character has an encounter with religion. Determine the details on *Table 537: Religion.*

**11** A future history-specific event occurs. Select the event on the table most appropriate for your game's future history classification—*Table 525: Tarnished Tomorrows; Table 526: Final Frontier Events; Table 527: Imperial Space Events; Table 528: Post Holocaust Events.* **[R]**

**d20 209B: Adolescence Events (continued ... )**

**12** The character participates in a protest against school authority. Roll a d10. If the result is 9 - 10, the protest was successful and changes were made at the school. Any other result means that any known participants are expelled from the school. Roll a d10 again if the protest failed. If the result is less than 10, only a few close friends know of the character's participation. A result of 10 means that the character is expelled. Expulsion costs the character 1d8 education points (line 102 of worksheet). **[R]**

**13** The character becomes well-known, even famous for the occurance of an event in his life. Reroll the event on *Table 208 Significant Events of Childhood & Adolescence.* **[N]**

**14** The character has a romantic encounter. Go to *Table 538: Ah Love!* to determine the details of his romance. If the character is not yet 16 years of age, any results that indicate marriage to the lover are optional events, at the player's discretion. **[R]**

**15** The character learns to speak an alien language at 1d3 Ranks of competency. Decide what language is learned.

**16** An Exotic Event occurs while the character is out on a date with a sweetheart. Select the event on *Table 540: Exotic Events*.. The event has a significant impact on the character's social life. Roll a d6 and match the result agains the subtable below: **[R]**

- **1-2** Character becomes extremely popular and has a romance (select details on *Table 538: Ah Love!*).
- **3-4** Character becomes unpopular. If he is currently involved in a romance, the beloved ends it and immediately becomes romantically involved with the character's Rival (if the character didn't have a Rival before, he has one now—select the Rival on *Table 753: Rivals*).
- **5-6** Other than the character, no one makes a big deal about what happened, or indeed, even really notices the result of the exotic event.

**17** A Fateful event occurs. Roll a d6 on the subtable below.

- **1-2** A Tragedy Occurs. Determine what happens on *Table 520: Tragedies.* **[R]**
- **3-4** Something Wonderful occurs. Determine what happens on *Table 521: Something Wonderful...* **[L]**
- **5-6** Conflicting events occur, both a tragedy and something good take place. Select what happens on *Table 520: Tragedies* and *Table 521: Something Wonderful...* **[R]**

**18** The character is sent offworld for his schooling. Use *Table 522A: Other Worlds* to select the basic type of world the character now finds himself living on.

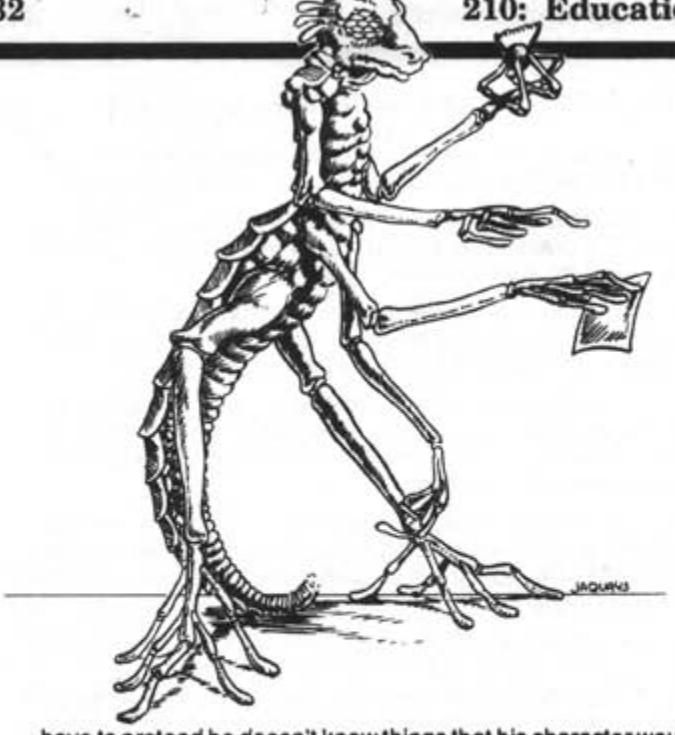
**19** A beginning character is older than normal when he begins his adventuring career. Roll a d6. Add the result to the oldest age of the character's adolescent period (see Age chart on page 4, under *Rules 'n Term & Stuff* ). A beginning character will be at least this old before beginning an adventuring career. On *Table 211: Significant Events of Adulthood* the character will need to make 1d3 event rolls (instead of the usual one roll) to determine what happens to him after he reaches Adulthood.

**20** A future history-specific event occurs, but not necessarily from the character's own future history. Roll a d4 against the subtable below to select the select the event table to be used. **[R]**

- **1** *Table 525: Tarnished Tomorrows*
- **2** *Table 526: Final Frontier Events*
- **3** *Table 527: Imperial Space Events*
- **4** *Table 528: Post Holocaust Events.*

**From Here — Return to the Table that sent you here . . .**

# 210:
# Education



The focus of modern and futuristic education is to prepare a person to be a contributing member of his society. Beginning with a broad background of basic skills and knowledge, each person is taught an increasingly large body of knowledge about an increasingly limited area of study. By the time his education is complete, he is a specialist, a master of a limited area of skill or thought, able to step without faltering into the flow of society.

*Central Casting* makes three assumptions about education. First, it is freely available to all characters, so long as the character shows aptitude for improvement. Second, money talks, so even those without aptitude are provided with more and better training because of the social standing. And third, education is job oriented—it teaches a character his future occupation.

**Instructions:** *Table 102B: Culture* provided the character with a base number of Education Points. *Table 103: Social Status* should have modified those points based on the Character's Social Status. One or more significant events may have modified the number of points even further. These points will be used later on. Meanwhile, follow the steps below:

**One: Select an Education.** Roll a d4 and a d10 at the same time. The results are not added, but are read like a two-digit number. The d4 result is always the first or "10's" digit. The d10 result is always the "1's" digit. Example: A d4 result of 2 and a d10 result of 9 are read as a 29. Next, add both the character's *SolMod* and *CuMod* to the die roll. Match the total against *Table 210: Education.*

**Two: Select an Occupation.** Each education level tells you which table to use when selecting the character's future occupation. Select that occupation or occupations now. Also make note of the skill cost multiplier for that occupation (see the next step).

**Three: Buy Skill Ranks.** Now you use those education points to buy Ranks at the character's selected occupation. Up to six skill Ranks can be bought in any one occupation. The cost guidelines apply to all occupations. Multiply the base cost for each skill Rank by the occupation's cost multiplier (see step two above) to determine the cost for each Rank of skill.

Skill Rank 1: Base cost is 1 Education Points.
Skill Rank 2: Base cost is 2 additional Educations Points.†
Skill Rank 3: Base cost is 4 additional Education Points.†
Skill Rank 4: Base cost is 8 additional Education Points.†
Skill Rank 5: Base cost is 16 additional Educations Points.†
Skill Rank 6: Base cost is 32 additional Education Points.†

† This is in addition to the cost for all lower skill Ranks. The character must pay the full price for each skill Rank.

**Four: Use up Leftovers.** If the character does not have sufficient points to buy the next Rank of expertise in his occupation, he can spend those remaining points on unusual skills. Using the cost guidelines given above, he may select skills on *Table 865: Unusual Skills.*

**Roleplay:** Consider the amount and type of education the character has had when roleplaying him. Does he have an interest in learning more? Does he feel his time spent in school was well spent or wasted? How might his education or lack of it affect his mannerisms? The player of an under-educated character may have to pretend he doesn't know things that his character would not or could not know. The player of a highly educated character may need prompting from the GM in areas in which his character is expected to have extensive personal knowledge.

**1d4/1d10 210: Education**
**(roll a d4 & d10 + *SolMod* + *CuMod*)**

| | |
|---|---|
| 10-14 | **No Formal Education.** Select the character's occupation on *Table 413B: Occupation Table I.* |
| 15-20 | **Limited Education.** Select the character's occupation on *Table 413B: Occupation Table I.* |
| 21-25 | **Poor Education.** Select the character's occupation on *Table 413B: Occupation Table I.* Give the character an additional 1d4 Education Points. |
| 26-33 | **Typical Education.** Select the character's occupation on *Table 413A: Occupation Selection.* Give the character an additional 2d4 Education Points. |
| 34 | **Military Acadamy.** Select the character's branch of service and duties on *Table 532A: Branch of Service.* Next, go to *Table 534: Military Skills* and select the character's skills. The character becomes a Rank 5 officer in his branch of the military (see *Table 533: Military Rank* for details. Finally, go to *Table 530: Military Experience* and select the events that affect the character during his tour of duty. Give the character an additional 3d4 Education Points. |
| 35-36 | **Above Average Education.** Select the character's occupation on *Table 413A: Occupation Selection.* Reroll results of 5 or less. Give the character an additional 3d6 Education Points. |
| 37-38 | **Excellent Education.** Select the character's occupation on *Table 413A: Occupation Selection.* Reroll results of 5 or less. Give the character an additional 4d6 Education Points. |
| 39-65 | **Outstanding Education.** Select two occupations for the character on *Table 413A: Occupation Selection.* Reroll results of 5 or less. Give the character an additional 5d6 Education Points. |

**From Here — Continue on to Table 211: Significant Events of Adulthood**

# 211:
# Significant Events of Adulthood



Before coming here the character should have spent whatever Education Points he had in order to learn an occupation.

Once a character reaches maturity, the events that affect him change. The character assumes greater responsibility for his life, and to some extent, has more control over surrounding events, although usually not as much as he would like. This table is primarily used for player characters who do not begin adventuring immediately upon reaching adulthood.

**Instructions:** All player characters who are just beginning their adventuring careers make one roll on this table. Older characters (that is, anyone older than the minimum adult age) make 1d3 rolls on this table. For each event, roll a d4 and a d10 at the same time. The results are not added, but are read like a two-digit number. The d4 result is always the first or "10's" digit. The d10 result is always the "1's" digit. Example: A d4 result of 2 and a d10 result of 0 are read as a 20. Match the result against the table below and record the event that occurs and any relevant information given with it in the EVENTS section of the worksheet. As with earlier event tables, many events require additional rolls on other tables. If you are requested to use another table, go to the indicated table and follow the instructions found there, record any relevant information, then return to this table until all rolls on this table are complete.

AGE NOTE: For each event you may select the age at which it occurs, rather than roll dice to determine the age.

**Developing a Personality:** As discussed under *Table 208: Significant Events of Childhood & Adolescence*, events cause personality development. Most events on this table are followed by a letter enclosed in brackets. This letter represents the type of personality trait that develops because of the event. An [L] means a Lightside trait. A [D] means a Darkside trait. An [N] means a Neutral trait and an [R] means that the trait, if any will be selected by a later die roll on *Table 312A: Personality Trait Check*.

Each time you select and record an Event also record its corresponding letter (if any) in the brackets to the left of the Event lines. The instructions for *Table 312: Alignment & Attitude* will tell you what to do with the letters.

From here, go on to *Table 312: Alignment and Attitude* to make final adjustments to the character's personality.

### d4/d10 211: Events (Roll a d4 & a d10)

**10** While exploring an unfamiliar area near his home, the character has an encounter with a trapped alien beast. Instead of slaying it, he frees it. The freed beast disappears. Later, the character is trapped by falling debris. The same beast reappears and frees the character. [L]

**11** Unable to earn a living at his chosen career, the character learns a new occupation to Rank 2 ability. Select occupation on *Table 413: Occupations*, but do not add in *SolMod*. [N]

**12** Following a whirlwind romance, a fateful event (or circumstances resulting from it) ends that romance on the day the character was to be married. Roll for Hi-Lo on the subtable below.

- **Hi** A Tragedy Occurs. Determine what happens on *Table 520: Tragedies*. [R]
- **Lo** Something Wonderful Occurs. Determine what happens on *Table 521: Something Wonderful...* [L]

**13** Character has a misadventure on another planet. Select details on *Table 522: Otherworld Events*. [R]

**14-15** The character joins the military. Go to *Table 530: Military Events* to determine the details of his military career. Roll a d4 on the subtable below to select the character's reason for joining [R].

- **1** Character was drafted during wartime.
- **2** Character patriotically volunteered.
- **3** Character was rounded up by a press gang who needed to meet a quota.
- **4** Character mistakenly thought that he was applying for some other government job.

### d4/d10 211: Events (continued ... )

**16** Character has wanderlust and decides to travel. Roll a d6 to determine the number of years spent travelling and add the result to the age at which the character begins travelling. If the resulting age exceeds the character's "final age," change the final age to the time when the character ceases his travels. Roll a d8 on the subtable below to select the character's travels. [N]

- **1** Visit most of the major cities and towns on the planet.
- **2** Sign on as a common spacer on a merchant space freighter. Gain Rank 2 skill as a spacer.
- **3** Journey to nearby star.
- **4** Work as a relief worker on a famine-torn planet.
- **5** Travel to an alien planet. Learn their language at Rank 3 ability. Select other details on *Table 522: Otherworld Events*.
- **6** Live with aliens. Select the type on *Table 748: Aliens*.
- **7-8** Roll twice more on this subtable, discarding any conflicting events (always discard the second roll).

**17** Learn an Unusual Skill. Select skill on *Table 865: Unusual Skills*.

**18** The character participates in a rebellion against local authority. Roll a d10. If the result is 9 - 10, the rebellion was successful and the local rulers deposed. Any other result means that any known participants are officially outlawed and have a price on their head. Roll a d10 again if the rebellion failed. If the result is less than 10, only a few close friends know of the character's participation. A result of 10 means that the character is an outlaw. [R]

Table 211 continues on the next page . . .

**d4/d10 211: Adult Events (continued ... )**

**19** Character serves a Patron. Determine the details on *Table 539: In the Service of...* [N].

**20** Character has a religious experience. Determine the details on *Table 537: Religion* [L].

**21** The character saves someone's life. This person becomes the character's Companion. Select the Companion and the Companion's sex and personality on *Table 752: Companions* (using *Tables 752A* and *752C*). If the person is of the opposite sex from the character, roll a d10. On a result of 1-5, the companion falls in love with the character. It is up to the player to determine if the character returns the feelings. [L]

**22-23** A future history-specific event occurs. Select the event on the table most appropriate for your game's future history classification — *Table 525: Tarnished Tomorrows; Table 526: Final Frontier Events; Table 527: Imperial Space Events; Table 528: Post Holocaust Events.* [R]

**24** 1d3 additional Significant Events occur.

**25** An Exotic Event affects the character. Select the event on *Table 540: Exotic Events.* [L]

**26** While visiting a particularly remote backwater alien ghetto, the character is affected by an event from *Table 523: Lo-Tech Events.* Roll a d6 for the alien's Tech Level. See *Table 102A: Tech Level* for details.

**27** Something bad happens to the character. Roll a d3 on the subtable below to select the event. [D]

1. A Tragedy Occurs. Determine what happens on *Table 520: Tragedies.*
2. A crude and tactless joke angers an old alien priestess, who puts a "curse" on the character. Until the curse is somehow removed, penalize all future skill and attribute checks by 1 point (see *Bonuses* on page 5 for more details).
3. Character aquires a Rival. Go to *Table 753: Rivals*, to work out the details.

**28** Something good happens to the character. Roll a d3 on the subtable below to select the event [L].

1. An old priest whom the character rescues from Pirates blesses his benefactor. Add a 1 point bonus to all future skill and attribute checks (see *Bonuses* on page 5 for more details).
2. Something Wonderful Occurs. Determine what happens on *Table 521: Something Wonderful...*
3. Character aquires a Companion. Go to *Table 752: Companions,* to work out the details.

**29** The character becomes well-known, even famous for the occurance of an event in his life. Reroll the event on *Table 211: Significant Events of Adulthood* [L].

**30** The character has a group encounter. Select the encounter on *Table 524: Group Encounters.*

**31** Character inherits property on another planet from a relative. Go to *Table 854 Gifts & Legacies,* and roll a d20 on the subtable below entry #14 to determine the type of property inherited.

**32-35** The character has a romantic encounter. Go to *Table 538: Ah Love!* to find the details of his romance. [R]

**d4/d10 211: Adult Events (continued ... )**

**36** Character becomes involved in illegal activities. Select what occurs on *Table 529: Underworld Experience* (begin with *Table 529A* ) [D].

**37** Learn to use an unusual weapon at Rank 3 proficiency. The weapon is something alien to the character's Culture.

**38** Character loses his job. Roll a d6 on the subtable below to select the reason.

1. Fired for incompetence.
2. Laid off for lack of work to do.
3. Employer goes out of business.
4. Personal problems interfere with professionalism.
5. Long term recovery from an accident.
6. General economic failure, everyone's out of a job!

**39** The character acquires a hobby. Select the type of hobby on *Table 419: Hobbies* (record in the SKILLs section).

**40** Character develops jaded tastes for exotic and possibly expensive "pleasures." Roll a d6. On a result of 5-6, the character is addicted to one of the "pleasures" (drugs, sex, etc.). [D]

**41** Character has a run-in with a government leader over a point of law. Roll a d4 to determine the end result:

1. The leader becomes a deadly enemy. See *Table 753: Rivals* for details.
2. The leader becomes a close friend.
3. The leader becomes a rival. See *Table 753: Rivals* for details.
4. The leader becomes a patron. Select additional details on *Table 539: In the Service of ...*

**42** From a distant relative, the character inherits stock and a seat on the board of directors of a powerful Hi-tech corporation. The company is involved in weapons, war machines, vehicles, and space craft. Roll for Hi/Lo. Hi = the directors take an immediate liking to the character and gift him with samples (GM discretion advised). Lo = the directors dislike this "outsider" and seek to either remove him from the board or "elimininate" him.

**43** The character takes a much needed vacation aboard a cruise ship (planet side or in space). His shipboard successes at his favorite hobby (if character has no preferred hobby, select a recreation from *Table 419: Hobbies*) draw attention to him. He is offered a contract doing this hobby professionally for 1d6 years. The character accepts the job (add 1 Rank to the Hobby skill for each two full years at the new job). [R]

**44** Roll 1d6. For beginning characters, add the result to the character's "final" age. More Adult Events occur during this time. Roll a d3 to determine the number of events. For NPCs whose age is already established, ignore the age change and just roll 1d3 additional events.

**45** Select the event on *Table 209B: Special Events of Adolescence.*

**46** Character has a misadventure on another planet. Select the details on *Table 522: Otherworld Events.*

**47** Character is made a close advisor to a local ruler. [N]

**48** Character develops an exotic personality trait. Select the trait on *Table 644: Exotic Personality Features.*

**49** A radical change in the political structure of the land instantly drops the character's Social Level to Poor and strips him of all the benefit of Noble birth (if any) and wealth.

**From Here — Continue on to Table 312: Alignment & Attitude**

# 312:

# Alignment & Attitude



To best roleplay a character, the player or GM needs to have a feeling for that character's personality and an understanding of his personal values. Alignment is a rough organization of a character's values. Is the character predominantly good, evil or somewhere in between? Attitude refines this organization further, but still uses broad strokes. Building up and out from alignment and attitude, the character's personality can be more finely developed and defined. This table is the final stop in creating a character.

**Instructions:** Follow the steps to develop the character's personality. Record information about personality on the blank lines in the PERSONALITY section of the character worksheet.

**Select the Traits:** While you were selecting events on *Tables 208-210,* you should have been writing the letters that followed those events in the brackets next to the lines in the EVENTS section of the character history worksheet (see Developing a Personality under *Table 208: Significant Events of Childhood & Adolescence* ). The letters indicate the table to be used to select the personality trait that develops. For each letter in brackets in the EVENTS section, go to the table indicated by it (as shown below) and follow directions there to select the personality trait.

- [L] **Lightside trait.** Use *Table 643A: Lightside Traits*
- [N] **Neutral trait.** Use *Table 643B: Neutral Traits*
- [D] **Darkside trait.** Use *Table 643C: Darkside Traits*
- [R] **Randomly selected trait.** Select on *Table 312A: Personality Trait Types.*

Record the name of the selected trait on a line in PERSONALITY section of the worksheet. To the left of each line are three columns of boxes. Above the columns are the letters **L**, **N**, and **D**, corresponding to the types of traits. Mark the box in the column that corresponds to the type of trait recorded on that line. Repeat these steps for each letter in brackets in the EVENTS section of the worksheet.

**Determine Alignment:** Go to Table *312B: Alignment* to select the character's Alignment and Attitude.

## Optional Rule (312C)

**Trait Strength:** This value represents the amount of influence the trait has over the character's life. Trait Strength is measured on a scale of trivial to obsessive. It is possible for trait strength to increase as the player plays his character. How and when this occurs is best left to the individual GM.

An obsession means that the character's life centers around the trait and he becomes frustrated, possibly even dangerous if prevented from fulfilling his needs (see *Table 644B: Mental Afflictions*, entry #14-15)

Assign a relative strength value to each trait. If you wish to use dice for this, roll a d100 on the chart below. :

| d100 | Strength | d100 | Strength (cont.) |
|---|---|---|---|
| 01-10 | Trivial | 60-79 | Strong |
| 11-29 | Weak | 80-94 | Driving |
| 30-59 | Average | 95-00 | Obsessive |

For more information about Trait Strengths, see *Table 644: Exotic Personality Traits.*

## 312A: Personality Trait Types

**Instructions:** Roll a d100 and match the result against *Table 312A.* Go to the Table indicated by the die result.

| d100 | 312A: Personality Trait Types |
|---|---|
| 01-50 | **No Personality Trait develops** |
| 51-65 | **Neutral Trait:** use *Table 643B: Neutral Traits* |
| 66-80 | **Lightside Trait:** use *Table 643A: Lightside Traits* |
| 81-95 | **Darkside Trait:** use *Table 643C: Darkside Traits* |
| 96-100 | **Exotic Personality Feature:** use *Table 644: Exotic Personality Traits.* |

## 312B: Alignment

**Determine Alignment:** Add the number of traits in each column of boxes in the PERSONALITY section of the worksheet and record the total beneath the corresponding column. If the Lightside or Darkside column total is two points greater than any other column, then the character's alignment is the same as the highest column total. If either the Lightside column or the Darkside column is NOT two points greater, then the character's alignment is Neutral. Record the character's alignment on the line provided for it.

**Select Attitude:** Read the attitude types below the section heading on the next page that corresponds to the character's alignment. Each attitude suggests a behavior pattern that might be followed by a character of that alignment. Select the one that is most appropriate for the character (whether a player character or

**Table 312 continues on the next page . . .**

an NPC). Record the character's attitude on the line provided for it. Following each attitude, is a suggestion for how the attitude might fit in game systems based law vs. chaos & good vs. evil.

**Roleplay:** A character's alignment is his moral philosophy of life, the primary aspects of his value system. His attitude is how he *lives out* that philosophy. Like all things, both are subject to change as the character grows and changes. Attempt to play the character in keeping with his alignment and remember to play up his attitude. Use your own discretion, but try to act in character (Especially true for NPCs!).

## Lightside Alignment

Followers of the Lightside respect others' rights. The preservation of life and freedom are among their highest goals. Such characters are often considered good.

### Lightside Attitudes

**Ethical:** "What is true for one is true for all." is his watchword. He lives according to a strict, *universal* moral code of ethics. Values fair play and respects authority; does no evil to self or others; and works for the good of all.

**Conscientious:** "Each man knows his own 'good' and defends it." sums up the conscientious character's beliefs. He lives according to a strict *personal* code of ethics. He is often an individualist who works for the law and the good of the greatest number of people, but who may distrust higher authority, living and working "outside the law." Includes vigilantes and "Robin Hood" type characters.

**Chivalrous:** "The strong are morally responsible to be the sheperds of the weak." is the chivalrous character's rule for life. Lives by the belief that the strong must protect the weak. This is often found among characters of Noble Social Status and knights.

## Neutral Alignment

The character's personality is roughly balanced between Darkside, Lightside, and Neutral traits. None has dominance. Such characters are neither strongly good nor strongly evil. They may quite readily fit into one of the following attitudes:

### Neutral Attitudes

**Self-centered:** "What's in it for me?" is the watchword of the self-centered character. He tends to look out for his own interests above anything else, though there are limits to what he will do. Like the Lightside alignments, tends to have a high regard for life and freedom. He may be friendless, a mercenary who serves a cause only because it pays well, but once he gives his word or his loyalty, he does not go back on it. Nevertheless, there is no higher cause to him than self service and self preservation.

**Apathetic:** "What does it matter and who cares?" are his mottos. Such a character believes that nothing really matters in the end. He lives his life as if there were nothing to be accountable for often choosing to side with good or evil because he doesn't care which wins.

**Materialistic:** "He who dies with the most toys, wins!" is this character's battle-cry. This greedy character puts great emphasis on material things, particularly ones he can own. He strives to own the best of everything and may compromise other principles for self gain. Like the self-centered character, he takes the course of action that will best suit his desires for material gain.

**Anarchic:** "It's my life, I'll do as I please." Lives according to a loose *personal* code of ethics, though he does not feel bound to tell the truth, keep his word or help others if there is nothing in it for him. An individualist who disrespects higher authority. Does what he pleases, when it pleases him.

**Egalitarian:** "Both sides have a right to their own views." He champions the underdog, regardless of whether that cause is good or evil. He believes in fairness and equality for all. He is like the chivalrous knight, in that he is dedicated to his code of honor. Unfortunately, the causes that he champions may not be the best for society.

**Conformist:** "Don't make waves," "Don't stick your neck out" and "It's none of my business" are his quotable quotes. He's Joe-average and likes it that way. He goes with the flow. His values are the popular ones for his times and make no effort to side with or against good or evil.

## Darkside Alignment

These three are the big "D" attitudes: Depraved, Deviant and Diabolical. The character's personality is weighted heavily towards unpleasant behavior. Darkside attitudes are often marked by a craving for personal power, at the cost of others' lives and freedom. The character may do anything to accomplish personal goals and is often considered evil.

### Darkside Attitudes

**Depraved:** Self-serving and unscrupulous. Like the Self-centered attitude (see above) seeks to fullfil personal desires, but unlike that attitude, this character will do anything to obtain his goals. A depraved character may even torture and kill for the sheer fun of it.

**Deviant:** Like the Ethical attitude, this character lives by a strict and ordered moral code. But this code is centered around the Deviant character's self-centered personal goals. He respects honor and self-discipline in others, and may even protect the innocent, but will not tolerate anyone who works to cross him.

**Diablolical:** The despicable Diabolical character has no code of ethics. He is unpredictable, helps others only to be able to hurt them later, despises all that is honorable, disciplined or that reminds him of authority.

# Your Character History is Complete!

1. **Make any adjustments to your character's attributes.**
2. **Determine whether your character is Literate or not (see p. 6).**
3. **Calculate your character's starting money (see p. 6).**
4. **Convert skills and their Ranks into skills for your game system.**
5. **Reread the *Motivations & Linking Events* sections.**
6. **Write your character's history as his life story (see *Linking Events*).**

# 413:

# Occupations



Use only if directed here by another Table

Occupations are what most "normal" folk do to put bread (or synthetic bread) on the table. They are also what adventuring characters do for a living before they become adventurers. Since many SF roleplay game systems assume that the character has gained his professional skills on the job in the years prior to adventuring, this group of tables provides a selection of those jobs for the aspiring adventurer (though not all occupations are represented ).

**Instructions:** Unless directed otherwise, begin by rolling a d10 and adding the character's *SolMod* to the result. Match the total against *Table 413A* to find which Table contains the character's occupation. Go to that table and roll the die indicated by that Table. This selects the occupation (or gives instructions to go to another table). Follow directions until an occupation is selected. If the selected occupation does not seem to fit the Tech Level of the character's culture (such as a computer technician in a iron age society) reroll until you get something that works. From here, go on to *Table 418: Occupation Performance.*

**Roleplay:** By learning a trade, a character becomes a contributing member of society. He gains skills that may be useful when adventuring and has a means to make money.

**Gameplay Benefits:** Each occupation should have several skills associated with it that the character can learn and improve upon. If a game system does not specify occupational skills, the GM and the player will need to determine what these are and how they are to be used in play.

### 413A: Occupation Selection ( d10 +*SolMod* )

| d10 | Occupation |
|---|---|
| 1-5 | Select on *Table 413B: Occupation Table I* |
| 6-8 | Select on *Table 413C: Occupation Table II* |
| 9 | Select on *Table 413E: Occupation Table IV* |
| 10 | Lo-Tech Occupation. If the Tech Level of a character's culture is 6 or less, select the occupation on *Table 413F: Lo-Tech Occupations* (otherwise reroll). |
| 11 | Job is based on the future history of the game system. Select the occupation on one of the following tables. *Final Frontier: Table 414A. Imperial Space: Table 414B. Tarnished Tomorrow: Table 414C. After the Holocaust: Table 414D.* |
| 12 | A hobby practiced as an occupation. Select occupation on Table *419: Hobbies.* |
| 13 | An unusual skill is practiced as an occupation. Select occupation on *Table 865: Unusual Skills.* |
| 14 | Select on *Table 413C: Occupation Table II.* |
| 15-16 | Select on *Table 413D: Occupation Table III.* |
| 17 | Reroll, but do not add in *SolMod.* |
| 18 | Select on *Table 413E: Occupation Table IV.* |
| 19-24+ | Select on *Table 413D: Occupation Table III.* |

### d20 413B: Occupation Table I (Roll a d20)

Base cost multiplier: 1

1 **Beggar**

2 **Slave:** for NPC only. Reroll occupation. NPC is the property of someone else.

3 **Farm worker:** roll a d4 on the subtable below:

| | |
|---|---|
| 1 | Agriculture technician |
| 2 | Ranch hand (cowboy) |
| 3 | Farm hand |
| 4 | Farmer |

4 **Merchant Sailor** (planet-side vessels only)

5 **Laborer:** roll a d6 on the subtable below:

| | | | |
|---|---|---|---|
| 1 | Miner | 4 | Warehouse worker |
| 2 | Dock worker | 5 | Landscaper |
| 3 | Lumberjack | 6 | Mail room worker |

6 **Food Service Worker:** waitperson, busboy, short-order cook, fast-food clerk.

7 **Fisherman**

8 **Household servant:** roll a d8 on the subtable below:

| | | | |
|---|---|---|---|
| 1 | Butler | 5 | Gardener |
| 2 | Cook | 6 | Chauffeur |
| 3 | Housekeeper | 7 | Maid |
| 4 | Nanny | 8 | Serving person |

9 **Tavern Employee:** roll a d4 on the subtable below:

| | | | |
|---|---|---|---|
| 1 | Bartender | 3 | Housekeeper |
| 2 | Serving person | 4 | Bouncer |

10 **Street Vendor:** sells goods he makes, finds, buys, or "acquires" at his movable streetside stall. Often a source of inexpensive (or imitation) goods.

11 **Soldier:** for details in depth see *Table 530: Military Experience.*

12 **Craftsman:** select craft on *417A: Craft Table I.*

13 **Factory Worker.**

14 **Office Worker:** just about any non-management position.

15 **Health Care Worker:** a clerical worker, orderly or nurse.

16 **Technician.** Operates, repairs, maintains and services equipment in his area of expertise. Roll a d10 on the subtable below to select this area.

| | | | |
|---|---|---|---|
| 1 | Robotics | 6 | Aerospace |
| 2 | Mechanical | 7 | Power |
| 3 | Electrical | 8 | Medical |
| 4 | Computer | 9 | Weapons |
| 5 | Vehicles | 10 | Agricultural |

17 **Retail Worker:** a store clerk or cashier.

18 **Spacer:** the crewman on a spacecraft.

19 **Commercial ground vehicle driver.** Trucker, cabbie, chauffeur.

20 **Custodian:** cleans up after everyone else.

Table 413 continues on the next page . . .

### d20 413C: Occupation Table II (Roll a d20)

Base cost multiplier: 2

1 **Field Scientist:** a scientist who performs much of his work out in the world, rather than a laboratory.

| | | | |
|---|---|---|---|
| 1 | Anthropologist | 5 | Criminologist |
| 2 | Archaeologist | 6 | Geologist |
| 3 | Biologist | 7 | Paleontologist |
| 4 | Botanist | 8 | Planetologist |

2-3 **Merchant:** go to *Table 415: Merchants.*

4 **Journalist:** a reporter of news and events.

5 **Public Safety:** Roll a d4 to select the type job:

| | | | |
|---|---|---|---|
| 1 | Policeman | 3 | Paramedic |
| 2 | Fireman | 4 | Special Weapons And Tactics |

6 **Business Owner:** roll again on Table 413B to select the type of activity the business performs. The character has employees who perform this service.

7 **Craftsman:** select craft on *Table 417B.*

8 **Professor:** teaches at a college or university.

9 **Instructor:** a master of some skill who teaches others what he knows for a fee. Roll a d4 on the subtable below to select what the Instructor teaches:

1. Weapon use ( Rank 7+ with one weapon).
2. An unusual skill, selected from *Table 865: Unusual Skills.*
3. An Occupation. Select the skill on *Table 413A.*
4. A Craft. Roll a d3. The result = *Craft Table* to be used. 1 = *417A,* 2 = *417B,* 3 = *417C.*

10 **Government worker:** select type on *Table 416: Government Jobs.* If the selected job appears to be one of a relatively high status, assume that the character is an assistant to that position, maybe a second in command.

11 **Craftsman:** select craft on *Table 417A.*

12 **Chef:** cook for a good restaurant or a wealthy family.

13 **Manager:** manages the operation of a restaurant, hotel or retail establishment.

14 **Hostler:** runs a boarding house where travellers can get a room. Serves meals and drinks.

15 **Aircraft Pilot:** can fly most standard aircraft.

16 **Construction Professional.** Roll a d6 to select the type of job on stable below.

| | | | |
|---|---|---|---|
| 1 | Steelworker | 4 | Heavy equip. driver |
| 2 | Mason | 5 | Carpenter |
| 3 | Electrician | 6 | Plumber |

17 **Ship Captain:** sails ships on the high seas, lakes and rivers. Roll a d10. On a result of 9-10, he is a spaceship captain. Has a 10 + *SolMod* percentage chance to own his ship. For an important NPC space craft captain, you may want to flesh out his ship on *Table 866: Spacecraft.*

18 **Engineer:** knows the ins and outs of designing, maintaining and improving aspects of his area of expertise. Roll a d10 on the subtable below to select that area.

| | | | |
|---|---|---|---|
| 1 | Robotics | 6 | Aerospace |
| 2 | Mechanical | 7 | Power |
| 3 | Electrical | 8 | Medical |
| 4 | Computer | 9 | Manufacturing |
| 5 | Structural | 10 | Agricultural |

19 **Teacher:** teaches children and young people the facts about their world.

20 **Bar Owner:** runs a bar, pub or tavern where drinks and food are sold.

### d20 413D: Occupation Table III (Roll a d20)

Base cost multiplier: 3

1 **Research Scientist:** furthers the wealth of knowledge within the scope of his primary area of expertise. Roll a d10 to select that area:

| | | | |
|---|---|---|---|
| 1 | Robotics | 6 | Aerospace |
| 2 | Physics | 7 | Cybernetics |
| 3 | Chemistry | 8 | Electronics/Computers |
| 4 | Biology | 9 | Paranormal |
| 5 | Medicine | 10 | Astrophysics |

2 **Administrator/Manager:** Oversees the operations of a large scale business or other organization.

3 **Architect:** the designer of impressive buildings, both public and private.

4 **Medical Doctor.** Roll a d6. On a result of 3-6, the doctor is a specialist, such as a psychiatrist, radiologist, cardiologist, etc.

5-6 **Merchant:** go to *Table 415: Merchants* and select the type of mercantile operation.

7 **Contractor:** oversees the construction of private and public buildings.

8 **Craftsman:** select the craft on *Table 417C.*

9 **Courtier/Courtesan:** an attendant in the court of a Noble or Royal ruler—sometimes nothing more than a fancy prostitute (particularly the female courtesan).

10 **Diplomat or Negotiator:** establishes or soothes relationships between governments or between businesses and governments.

11 **Dentist:** fixes teeth that need repair.

12 **Attorney:** deals in the finer points of the law and defending the innocent against unjust prosecution. On the other hand he may spend most of his time going for the "deep pocket" of insurance companies in civil liabilities cases.

13 **Philosopher:** a thinker, a sage, or even a theologian—probably associated with either a religious institution or a school of higher learning.

14 **Craftsman:** select the craft on *Table 417B.*

15 **Interpreter:** speaks several important languages fluently. Is probably attached to a government office or a large corporation. Speaks 1d4 languages at Rank 5 skill.

16 **Government Official:** select the type on *Table 416: Government Jobs.* If the selected occupation appears to be of low status within the government, assume that the character is in charge of all that type of activity for the government.

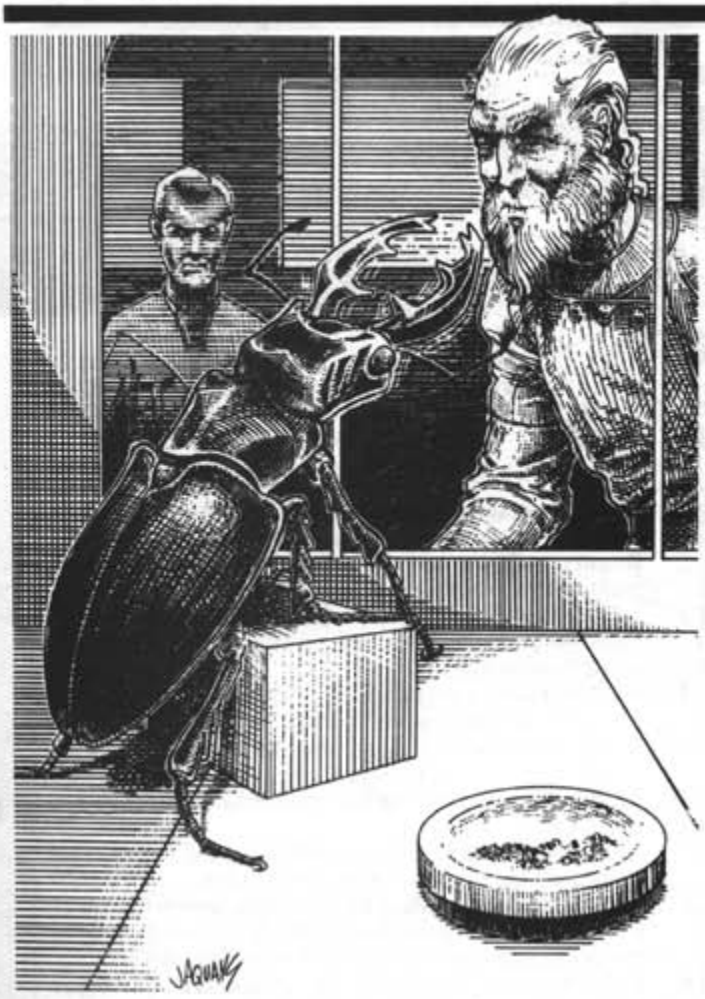
17 **Banker:** keeps track of other folks credit and loans credits to make credits.

18 **Business Owner:** select the type of activity the business performs by rolling the die again on *Table 413B.* If the result makes no sense or is too difficult to work out, reroll. The character does not actually do this service, but has employees who do it.

19 **Landlord:** owns property, rents it to others. Roll 1d10 for the number of properties owned. Select the average Social Status of the landlord's tenants on *Table 103: Social Status.*

20 **Marketing Specialist:** knows how to promote and popularize people, consumer goods, corporations and so on.

**Table 413 continues on the next page . . .**



### d20 413F: Lo Tech Occupations (Roll a d20)

Base cost multiplier: 1

1 **Fisherman:** his livelihood is the sea.
2 **Hunter:** he stalks wild game, providing both food and clothing.
3 **Warrior.**
4 **Toolmaker:** a craftsman who makes simple tools.
5 **Shaman:** a religious leader. Often feared and quite powerful. This is the early equivalent of both physician and priest. In addition to totem spirit magic, he is wise in the ways of plant lore and folk medicines.
6 **Tent or Sail maker:** depending on the culture, he makes tents (of felt, fabric or leather) or sails for sailing boats.
7 **Riding Master:** breeds riding beasts, breaks them to the saddle and teaches riding skills.
8 **Shipwright:** a builder of sailing vessels.
9 **Forester:** a warrior, guide and hunter who knows the forest, its flora and its fauna.
10 **Sharecropper:** he farms another's lands.
11 **Serf:** an agricultural slave.
12 **Woodcutter:** cuts wood for fuel and lumber.
13 **Charcoal burner:** converts wood into charcoal.
14 **Peat cutter:** cuts peat moss blocks for use as fuel.
15 **Launderer:** washes clothing.
16 **Scribe:** reads and writes fluently in several languages and has legible, even elegant handwriting.
17 **Alchemist:** a maker of potions, a "magical" meddler in the sciences. Not truly a wizard, not quite a scientist.
18 **Prophet:** someone who speaks for God, bringing the diety's messages directly to the people.
19 **Laborer:** a strong body is all he needs.
20 **Second Hand Shop:** buys used goods, fixes them up a bit and resells them for less than new. Much junk, but often real bargains to be found.

### d20 413E: Occupation Table IV (Roll a d20)

Base cost multiplier: 1d3

1 **Assassin:** a professional killer. Works secretly.
2 **Gladiator:** a professional killer. Works in public.
3 **Adventurer:** a professional hero for hire. Select his original occupation on *Table 413A.*
4 **Career Criminal:** select on *Table 864: Crimes.*
5 **Clergyman:** select religion on *Table 537: Religion.* An NPC clergyman's skill Rank represents his standing within the religion. The subtable below shows relationship between Rank and position within the hierarchy of the religion.

Rank 1 = Novitiate
Rank 2 = Monk (an initiate of religious mysteries)
Rank 3-4 = Full priest/minister
Rank 5-8 = Chief Priest
Rank 9 = A High Priest
Rank 10+ = Chief High Priest above all.

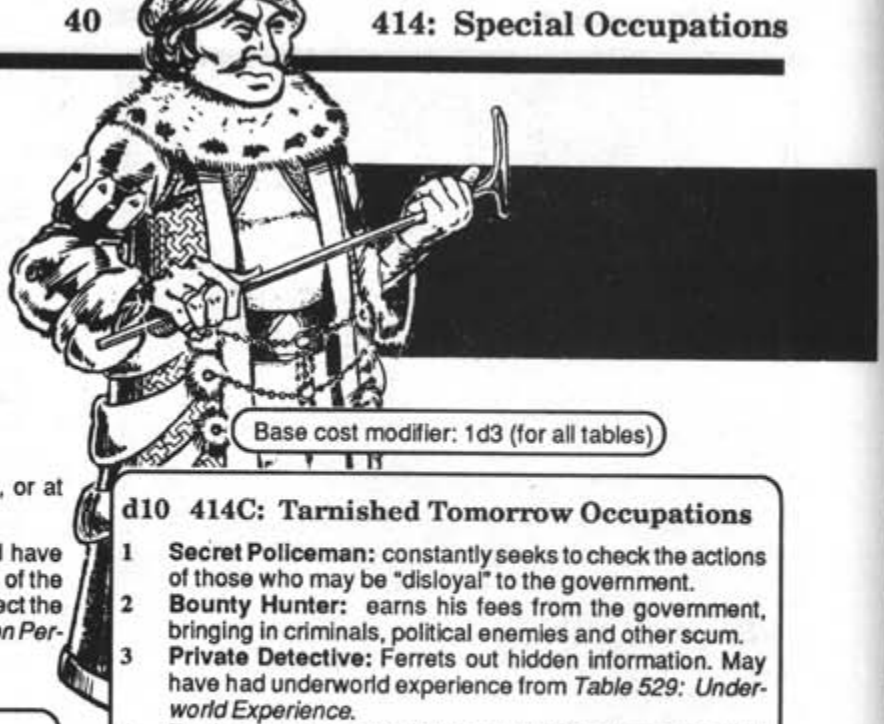
6 **Guide/Pilot:** a pathfinder who aids travelers and merchants in unknown areas.
7 **Jack of All Trades:** roll 1d3+1. The die result indicates the number of different trades known to the character. Select occupations on *Table 417A: Crafts Table I.*
8 **Entertainer:** a comedian, night club signer, popular band member, actor, or stage magician.

### d20 413E: Occupation Table IV ( Continued ... )

9 **Professional Escort.** A companion for hire. Roll a d6. On a result of 4-6, the character is a prostitute hiding behind a respectable title.
10 **Private Detective:** Ferrets out hidden information. May have had underworld experience from *Table 529: Underworld Experience* .
11 **Author:** this indicates a *successful* writer. Most practitioners of the literary arts are paupers.
12 **Explorer:** goes where no one has gone before.
14 **Professional Athlete:** plays a sport professionally. Must have at least Rank 5 skills to be considered a "big league" player. Even then, he is a lesser light in his sport.
15 **Media Personality:** seen or heard on broadcast media. Must be at least Rank 5 to get more than local exposure.
16 **Professional Gambler.**
17 **Business Owner:** Business is based on a future history occcupation. Select the business on one of the following tables. *Final Frontier:Table 414A. Imperial Space: Table 414B.Tarnished Tomorrow: Table 414C. After the Holocaust: Table 414D.*
18 **Spacecraft pilot.** Can navigate a spacecraft between planets or even stars.
19 **Mage:** a wielder of magical force. If your game system does not allow for magic, reroll!
20 **Game Designer.** Creates games. May even play them.

**From Here — Go to Table 418: Occupation Performance**

# 414: Special Occupations



Use only if directed here by another table

Base cost modifier: 1d3 (for all tables)

Each future history has occupations that are unique, or at least more common to it than to other futures.

**Instructions:** The table that sent you here should have already told you which table to use on this page. The name of the future history is at the top of the each table. Roll a d10 to select the occupation. From here, continue on to *Table 418: Occupation Performance.*

### d10 414A: Final Frontier Occupations

1 **Explorer:** searches space for habitable planets and mineral resources. Explorer has a 25% chance to own his spacecraft. Ship is a scout ship from *Table 866: Spacecraft.* Use that table to determine other details about the ship.
2 **Colonist:** a transplant to another planet. Reroll occupation on *Table 413A.*
3 **Merchant Spacer Captain:** pilots his freighter between planets, transporting and selling goods.
4 **Medical Doctor.** Roll a d6. On a result of 6, the doctor is a specialist, such as a psychiatrist, radiologist, etc.
5 **Ag-Specialist:** understands the growing of plants and livestock both Terran and familiar alien species.
6 **Mining Engineer:** works to develop and maintain mining operations on other planets and asteroids.
7 **Colony Administrator:** oversees a colony.
8 **Xenobiologist:** field scientist specializing in alien biology.
9 **Security Specialist:** A company policeman, security guard or even a private investigator.
10 **Mercenary:** a soldier for hire. Generally has some of his own personal weaponry and equipment.

### d10 414B: Imperial Space Occupations

1 **Rebel Warrior:** a freedom fighter.
2 **Military Personnel:** in the service of the Empire.
3 **Freighter Pilot:** pilots his freighter between planets, transporting and selling goods, called a "captain."
4 **Smuggler.** pilots his spacecraft between planets, transporting and selling contraband (illegal goods).
5 **Senator:** a home world representative at the imperial senate (or other legislative branch of government).
6 **Diplomatic Courier:** carries messages.
7 **Pirate:** raids the spaceways, allied only to himself.
8 **Mystic Knight:** a warrior, loyal to a quasi-religious code. NPC has 1d6 psionic powers from *Table 862: Psionics.*
9 **Bounty Hunter:** earns his fees from the empire, bringing in traitors, rebels, pirates and political enemies.
10 **Mercenary:** a soldier for hire.

### d10 414C: Tarnished Tomorrow Occupations

1 **Secret Policeman:** constantly seeks to check the actions of those who may be "disloyal" to the government.
2 **Bounty Hunter:** earns his fees from the government, bringing in criminals, political enemies and other scum.
3 **Private Detective:** Ferrets out hidden information. May have had underworld experience from *Table 529: Underworld Experience.*
4 **Rock musician:** plays intensely loud, jarring music that can turn a normal brain to mush in minutes.
5 **Racer:** a professional driver who makes fast cars go even faster.
6 **Government Worker:** select type on *Table 416: Government Jobs.*
7 **Organ Legger:** surgically dismembers people to sell their limbs and vital organs on the black market.
8 **Cyber Scientist:** a research scientist who investigates and develops computer/brain linkups, including the electronic recording and storage of the contents of the brain.
9 **Dole Recipient:** no occupation—lives entirely on the welfare of the government
10 **Street Person:** no occupation—wanders the streets, living off scavenged food, begged money and the charity of street missions.

### d10 414D: After the Holocaust Occupations

1 **Warrior:** a free-spirited soldier in a local leader's private army.
2 **Farmer:** tills the abused earth to harvest mutated vegetables.
3 **Hunter:** stalks the animals who survived the holocaust, feeding off them before they can eat him.
4 **Scavenger:** explores and loots the remnants of earlier civilizations for valuable items and knowledge.
5 **Bandit:** a criminal who dwells in the wild and raids established settlements and travellers.
6 **Herder:** raises domesticated animals.
7 **Craftsman:** select craft on *Craft Table 417A.*
8 **General Technician:** repairs and maintains (to a limited extent) items of technology that have survived the holocaust.
9 **Ranger:** warrior guardian of what remains of civilization. May be government-sponsored or a self-appointed vigilante.
10 **Warlord:** self-appointed overlord who rules by might rather than right.

**From Here — Go to Table 418: Occupation Performance**

# 415: Merchants

Use only if directed here by another table

Just as important as the business of making and growing things, is the business of selling things. Merchants are the lifeblood of most economies. They keep money moving. They also provide the things the adventurers so desperately need (or at least covet).

**Instructions:** Roll 2d8 and match the total against *Table 415* to select a merchant type. From here, go onto *Table 418: Occupation Performance.*

**Gameplay Benefits:** Merchants learn languages, usually due to exposure to people who don't speak their own. This translates to Rank 2 skill in 1d4 foreign or alien languages. Merchants also learn the value of what they sell. A merchant will have an ability to evaluate trade goods (usually limited to those he is familiar with) equal to his skill Rank as a merchant.

## 2d8 415: Merchant Types (roll 2d8 )

2 **Arms Dealer:** Buys and sells weapons, usually in large quantities to questionable clients.
3 **Snake Oil Salesman:** Sells "miracles" to a needy world. Travels a lot by necessity.
4 **Tavernkeeper:** Sells alcoholic beverages, a cheerful atmosphere and a limited meal menu.
5 **Pawnshop:** Valuables are used to secure loans here. If items are not reclaimed , the pawnshop sells the item.
6 **Trader:** The descendant of the traveling salesman and the long-haul trucker.
7 **Hotelier:** Provides a bed, a meal and more.
8 **Retail Merchant:** This is most stores, including fashions, books, food, hardware, vehicles, weapons, etc.
9 **Importer:** A general importer of trade goods, including spices, raw materials or subassemblies for manufacturing, crafts, grain, curios, and wild beasts.
10 **Livestock Trader:** Buys and sells animals for eating and/or riding.
11 **Shipping Agent:** Arranges the transportation of goods to many destinations. May run freight lines or own ships, but usually uses others.
12 **Real Estate Broker:** Locates potential properties for clients and arranges the sale.
13 **Jewelry Dealer:** Trades in gemstones and jewelry.
14 **Art Dealer:** Acquires and sells antiquities (ancient statuary and historial artifacts) and arranges work for popular artists.
15 **Slaver:** Buys and sells people. Often hires adventurers to collect "trade goods."
16 **Monopoly:** Roll again on this table to select business. The merchant controls all businesses of this sort in either a major city or a small country.

# 416: Government Jobs

Use only if directed here by another table

These are people who govern others or work as a cog in the wheel of one of the multitude of governments that will undoubtably dog the heels of mankind as it reaches out into the future. On the other hand, general anarchy has never done mankind much good either. In general, these folks are either elected (by the people or a ruling power block) or appointed to perform a job. A society's technoculture often determines which.

**Instructions:** Roll a d20 and match the result against the *Table 416: Government Jobs.* This is the government worker's job function. Roll Hi/Lo for the official's sex if necessary. Hi = female, Lo = male. From here, go onto *Table 418: Occupation Performance.*

**Roleplay:** There have been government workers almost as long as there have been governments. There are three reasons that someone becomes a government official, 1) he has a desire to serve humanity, 2) has a lust for power and enjoys dominating and humiliating others, or 3) is simply not qualified to do anything else. When roleplaying a government official, one or more of these three reasons can easily be the character's motivation.

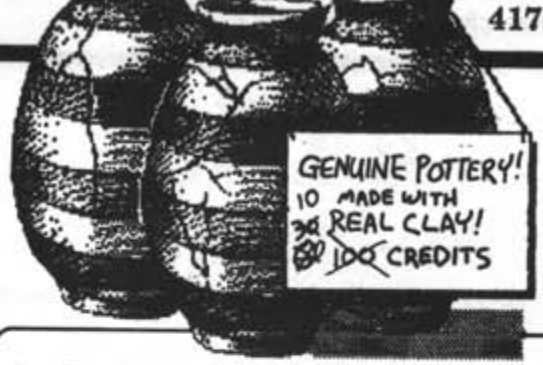
## d20 416: Government Jobs (roll a d20)

1 **Chief executive officer:** president or chairman.
2 **Office worker:** back bone of government.
3 **Policeman:** a patrolman or maybe a detective.
4 **Police chief:** top cop.
5 **Sheriff:** law and order in smaller towns and villages.
6 **Revenue Officer:** tax collector.
7 **Magistrate:** a courtroom judge with limited authority.
8 **Diplomat or ambassador.**
9 **City Ruler:** a mayor, party chairman, manager, etc.
10 **Advisor to the ruler of a country:** a counselor .
11 **Chief Advisor to a ruler:** like a Prime Minister.
12 **Governor:** appointed to rule a colony or territory.
13 **Judge:** interprets the law.
14 **Secret Policeman:** undercover arm of the law.
15 **Soldier:** a paid member of the standing army. Roll a d10. If the result is a 1-5, the soldier is not an officer. If the result is 6-8, the soldier is a non-commisioned officer. If the result is 9-10, the soldier is a commisioned officer. Officers go to *Table 533: Military Rank* to select their rank.
16 **Postal Worker:** Ensures that communications are transferred and delivered.
17 **Bureaucrat:** a petty official within a government.
18 **Legislator:** part of a law-making body.
19 **Government Employee:** select job on *Table 413:A: Occupation Selection.* Reroll any obvious absurdities.
20 **Spy:** covert intelligence agent.

From Here — Go to Table 418: Occupation Performance

# 417: Crafts

Use only if directed here by another table




Crafts are skilled occupations in which the end product is usually something tangible, like a piece of pottery, a ship, a tool, or a piece of furniture. The crafts are a part of the heritage of many races. Many craftsman carry on centuries old family traditions. Their crafts appear anachronistic, seemingly out of place in our imaginings of hi-tech future. In futures where most consumer goods are manufactured, these folk are rare, but they will still exist and their goods will often be of the highest quality.

**Instructions:** Each of the three Craft subtables is separate from the others. The occupation table entry which sent you here should have indicated which subtable to use. To select a craft occupation, roll a d20 and match the result against the appropriate table. Record the craft in the OCCUPATION section of the worksheet. From here, go to *Table 418: Occupation Performance.*

**Roleplay:** Craftsmen are usually respected members of society. Master Craftsmen, especially artistic ones, are treated with honor often reserved for Nobles. Craft skills may be more applicable and appreciated on frontier or colony worlds where mass production is limited and interstellar imports are expensive.

**Gameplay Benefits:** Each craft consists of one or more skills that the character can learn and improve upon. The GM and the player will need to determine what these are and how they are to be used in play.

### 417A: Craft Table I (Roll a d20)

| d20 | Craft |
|---|---|
| 1 | **Blacksmith:** maker and repairer of metal goods. |
| 2 | **Potter:** makes pottery and glazes. |
| 3 | **Weaver:** makes cloth, usually of natural fibers. |
| 4 | **Stone Mason:** shapes and lays stone. |
| 5 | **Gunsmith:** makes and repairs solid projectile guns. |
| 6 | **Baker:** bakes bread, cakes, cookies, etc. |
| 7 | **Butcher:** butchers animals, smokes meats. |
| 8 | **Carpenter:** builds with wood (or synthetic materials). |
| 9 | **Tanner:** prepares leather from animal hides. |
| 10 | **Rope and Net Maker.** |
| 11 | **Leather Worker:** makes leather goods. |
| 12 | **Cobbler:** a speicalty shoemaker. Also repairs shoes. |
| 13 | **Basket weaver:** maker of baskets and wickerware. |
| 14 | **Joiner:** makes wooden furniture & cabinets. |
| 15 | **Painter:** paints houses, ships, etc. |
| 16 | **Spinner:** spins wool, flax, cotton and even alien natural fibers into thread. |
| 17 | **Dyer:** colors woven fabrics. |
| 18 | **Chandler:** makes candles. |
| 19 | **Sailmaker:** makes sails for sailing vessels. |
| 20 | **Saddle and Riding Harness Maker.** |

### 417B: Craft Table II (Roll a d20)

| d20 | Craft |
|---|---|
| 1 | **Shipwright:** builds sailing ships. |
| 2 | **Wheel/Cartwright:** makes wheels and wagons. |
| 3 | **Distiller:** makes distilled beverages, usually alcoholic. |
| 4 | **Tinker:** repairs simple household objects. |
| 5 | **Sign Painter:** paints signs for all occasions. |
| 6 | **Clockmaker:** makes and repairs mechanical time pieces. |
| 7 | **Miller:** grinds grain into flour. |
| 8 | **Armor Smith:** makes armor and some weapons. |
| 9 | **Sausage Maker** |
| 10 | **Brewer:** makes beers, ales and meades. |
| 11 | **Animal Trainer:** trains common animals like dogs or horses. |
| 12 | **Plasterer:** plasters walls and ornate decorations. |
| 13 | **Glazier:** makes and installs window glass. |
| 14 | **Tailor:** makes/repairs clothing of all kinds. |
| 15 | **Silver Smith:** makes and repairs metal vessels. |
| 16 | **Glassblower:** makes bottles and glassware. |
| 17 | **Cabinet Maker:** makes fine wooden furniture. |
| 18 | **Weapon Master:** a teacher of weapon skills. |
| 19 | **Dress Maker:** makes clothing |
| 20 | **Commercial Artist:** prepares illustrations and material for use in publications. |

### 417C: Craft Table III (Roll a d20)

| d20 | Craft |
|---|---|
| 1 | **Cosmetologist:** skilled in the art of make-up creation and application. |
| 2 | **Costumer:** makes costumes and elegant clothing. |
| 3 | **Goldsmith:** a crafter of gold for all uses. |
| 4 | **Jeweler:** a maker and assessor of fine jewlry. |
| 5 | **Instrument Maker:** musical instruments. |
| 6 | **Composer:** a professional creator of music. |
| 7 | **Cartographer:** master surveyor and map maker. |
| 8 | **Perfumer:** makes perfumes and scents. |
| 9 | **Animal trainer:** train exotic animals. |
| 10 | **Pharmacist:** makes and dispenses medicines. |
| 11 | **Furrier:** makes and sells fine fur clothing. |
| 12 | **Horse Breeder:** blends the bloodlines of fine horses. |
| 13 | **Fine Artist:** paints murals and potraits, sculpts statues. |
| 14 | **Wine Maker:** knows his wines, grapes and fruits. |
| 15 | **Oculist:** makes custom lens, and eyeglasses. |
| 16 | **Pastry Chef:** cakes, sweet breads and pastries. |
| 17 | **Confectioner:** candy maker. |
| 18 | **Paper and Ink Maker:** source of special papers and inks. |
| 19 | **Sword Smith:** makes swords, daggers, and other bladed weapons. |
| 20 | **Poet:** a writer of sonnets, odes and epics. |

**From Here – go to Table 418: Occupation Performance**

# 418: Occupation Performance

Use only if directed here by another table

This table is optional, use it only if you want to. It goes into details about a character's or an NPC's performance of his occupation, including attitudes about work, and coworkers, work habits and level of achievement within the occupation.

**Instructions:** If you chose to use this table, roll a d3. The result is the number of different descriptions which apply to the character's or the NPC's work habits. Roll a d20 and a d6 for each description to be selected. On *Table 418A: Work Attitudes,* go to the entry indicated by the d20 result. Use the column (either left or right) on the table as indicated by the d6 result.

If the character being described here is a nonplayer character, go to *Table 418B: Level of Achievement.* Roll a d20 to select how well the character does in his chosen occupation, including a relative Rank for his skill level.

From here, return to the table that requested that an occupation be selected.



## 418A: Work Attitudes

| d20 | Work Attitudes (roll a d20) | |
|---|---|---|
| | **d6 result of 1-4** | **d6 result of 5-6** |
| 1 | Hard worker | Lazy |
| 2 | Ambitious | Laid back/Casual |
| 3 | Overbearing | Submissive |
| 4 | Well-liked | Hated |
| 5 | Patient | Impatient |
| 6 | Talented | Incompetant |
| 7 | Generous | Stingy |
| 8 | Fair | Underhanded |
| 9 | Opinionated | A Yesman |
| 10 | Inspired Loyalty | Inspired Mistrust |
| 11 | Humble | Arrogant |
| 12 | Trusting | Jealous |
| 13 | Creative | Uncreative |
| 14 | Adept | Clumsy |
| 15 | Efficient | Inefficient |
| 16 | Workaholic | Slacker |
| 17 | Productive | Unproductive |
| 18 | Office Politician | Avoids politics |
| 19 | Happy | Unhappy |
| 20 | Roll again on *Table 643A: Lightside Traits.* | Roll again on *Table 643B: Darkside Traits.* |

## 418B: Level of Achievement (NPCs only!)

| d20 | Achievement (roll a d20) |
|---|---|
| 1-2 | **Apprentice:** NPC never managed to rise above this level of accomplishment. Roll a d20 again. If the result is 19-20, the NPC was an acknowledged failure at his profession. Anyone in that profession will know of it. Skill Rank is 1 or 2. |
| 3-14 | **Journeyman:** The skills are known, but mastery was never gained. Most probably, he works for someone else, since his skills are hardly worth noting. Skill Rank is 3 to 5. |
| 15-17 | **Skilled Tradesman:** A well respected practitioner of the craft or profession, though he has gained little reknown for the practice of his occupation. A character with this skill ranking will usually own his own business or be an overseer in someone else's business. Skill Rank is 5 or 6. |
| 18-19 | **Master Craftsman:** An acknowledged master of the profession. There are few better at it than he. Usually has his own business, though he may be in the employ of some wealthy patron. Many times his business involves training apprentices to the craft. Skill Rank is 7 or 8. |
| 20 | **A Master of Note:** The NPC has gone beyond mere practice of the craft to turn it into an art form. He is a Grand Master, known throughout the world. His work is in high demand and often demands a high price. Such a character's skill Rank is Rank 9. Roll a d20 again. If the result is 20, he has legendary skill at his craft (Rank 10). Roll a d20 once more. If the result is again 20, the character has Mythical skill (Rank 11+). Others who practice the same profession will be in awe of the character. |

**From Here — Return to the Table that sent you to select an Occupation . . .**

# 419: Hobbies

Use only if directed here by another table

Regardless of culture, social status or even species, it's not unusual for an intelligent being to devote its "free" time to diversions that entertain, challenge or improve oneself .

**Instructions:** Roll a d20 and match the result against *Table 419A* to select a hobby. Then go to *Table 419B* and roll a d20 to determine the character's degree of interest in the hobby. Finally go to *Table 419C* below and roll a d4 to determine the character's skill at the hobby (as adujsted by the Degree of Interest modifiers).

**Roleplay:** Hobbies provide characters with unusual, but often useful skills, often unobtainable by other means. Hobbies often have a negative side-effect: they become compulsive, consuming all a character's time, energy, and money.

## 419B: Degree of Interest (Roll a d20)

| d10 | Degree of Interest |
|---|---|
| 1-4 | **Casual.** Easy to put aside when necessary. Spending money on this hobby is a rare occurance. |
| 5-12 | **Sporadic and Variable.** Interest runs in spurts, intense at times, totally ignored at others. Character will easily spend 1% of his total income on this hobby. |
| 13-19 | **Devoted.** Given a choice, this is how the character spends his free time. About 10 to 15% of total income is spent on this hobby. |
| 20 | **Consuming Passion.** This activity is a focal point of the character's life (see Obsessive Behavior description, entry 14, in *Table 644B: Mental Afflictions*). Character will spend (1d6+2)x10% of his total income on this hobby and may have to be forcibly pried away from the pursuit of the hobby. |

## 419C: Hobby Proficiency

Roll 1d4. The result is the character's base or starting Rank with this skill. Add or subtract ranks from this ability based on the degree pf interest modifiers listed below. Rank at hobby will never be less than 1.

| Degree of Interest | Skill Modifier |
|---|---|
| Casual: | -1 Rank |
| Sporadic and Variable: | — |
| Devoted: | +1 Rank |
| Consuming Passion: | +2 Ranks |

## 419A: Type of Hobby (Roll a d20)

Base cost multiplier: 2

| d20 | Hobbies & Diversions |
|---|---|
| 1 | **Collect something** (weapons, animals, paintings, books, signatures, religious symbols, antiques, etc.). |
| 2 | **Dancing** (either participation or spectator). |
| 3 | **Unusual Sport.** Like reentry surfing or rollerball. |
| 4 | **Outdoorsman.** Roll a d8 on the subtable below to find the character's area of interest. |

| | | | |
|---|---|---|---|
| 1 | Fishing | 5 | Rock Climbing |
| 2 | Scuba diving | 6 | Snow Skiing |
| 3 | Sky diving | 7 | Hunting |
| 4 | Hiking | 8 | Hang gliding |

| | |
|---|---|
| 5 | **Write Creatively** (poetry, histories, fiction, plays) |
| 6 | Pursues an unusual skill as hobby, select on *Table 865: Unusual Skills.* |
| 7 | **Art.** Draw, paint or sculpt. |
| 8 | **Hobbycraft.** Roll a d8 to determine the character's area of interest. |

| | | | |
|---|---|---|---|
| 1 | Needlework | 5 | Baking |
| 2 | Knifemaking | 6 | Weaving |
| 3 | Holography | 7 | Ceramics |
| 4 | Model making | 8 | Sewing |

| | |
|---|---|
| 9 | **Music.** Appreciation & Performance. |
| 10 | **Study.** Roll a d8 to determine the character's area of interest. |

| | | | |
|---|---|---|---|
| 1 | History | 5 | Archaeolgy |
| 2 | Religion | 6 | Other Cultures |
| 3 | Art | 7 | Psionics |
| 4 | Astronomy | 8 | Weapons |

| | |
|---|---|
| 11 | **Sports and Athletics.** Roll a d8 on the subtable below to determine the type of activity. |

| | |
|---|---|
| 1 | Wrestling (+1 point Strength attribute) |
| 2 | Running (+1 point to Constitution attribute) |
| 3 | Fencing (gain Rapier skill ) |
| 4 | Team ball sport (+1 point to Dexterity attribute) |
| 5 | Animal racing (gain riding skill) |
| 6 | Swimming-water or freefall (gain swimming skill) |
| 7 | Target shooting (gain skill with bow) |
| 8 | Martial arts (gain skill with fists and feet) |

| | |
|---|---|
| 12 | **Partying.** |
| 13 | **Gameplaying.** Roll a d8 to determine the character's area of interest. |

| | | | |
|---|---|---|---|
| 1 | Computer games | 5 | Chess |
| 2 | Cards | 6 | Board games |
| 3 | Gambling | 7 | Puzzles |
| 4 | War games | 8 | Roleplay gaming |

| | |
|---|---|
| 14 | **Hairdressing and cosmetics.** |
| 15 | **Flying.** Roll a d6 to determine the character's area of interest and skill. |

| | | | |
|---|---|---|---|
| 1 | Helicopters | 4 | Prop planes |
| 2 | Ultralights | 5 | Jet packs |
| 3 | Space craft | 6 | Jet planes |

| | |
|---|---|
| 16 | **Gardening.** |
| 17 | **Breeding Dogs** (or other hunting animals). |
| 18 | **Animal Husbandry** (breeding livestock). |
| 19 | **Cinematography** (film making and appreciation). |
| 20 | **Archaeology.** |

From Here — Return to the Table that sent you here . . .

# 520: Tragedies

Use only if directed here by another table

**Instructions:** When bad things happen to good characters, it becomes necessary to roll a d4 and a d10. The results are not added, but are read like a two-digit number. The D4 result is always the first or "10's" digit. Example: a d4 result of 2 and a d10 result of 0 are read as a 20. Match the number against the table below. Should the die roll indicate a situation could not occur, such as a parent dying when the character has no living parents, then reroll until a tragedy that could happen occurs.

**Roleplay:** Tragedies happen to almost everyone to one degree or another and we often learn and grow from them. More than many types of events, these strong emotional occurances have profound effects upon characters.

A tragedy could easily provide subsequent life-long motivation for the character or drastically change his or her perception of the world. The violent death of a loved-one could initiate a vendetta against the perpetrator that may later be played out. A string of tragedies could make the character feel that he has inborn bad luck or even that the universe is against him.

### d4/d10 520A: Tragic Result (roll a d4 & a d10)

**10** Alien monsters attack. The character receives a grave injury but survives. He is forced to watch while the beasts drag off 1d4 family members to be used as host bodies for their implanted young (if no family, then guardians or friends). Go to *Table 860: Serious Wounds* to determine the character's injury and its lasting effect. Select relatives on *Table 104D: Other Relations* (reroll anything that really does not work).

**11-12** Character is imprisoned for a crime he did not commit. Go to *Table 864: Crimes* to select what crime the character has been imprisoned for. Following each crime is a number that indicates the type of die to roll to find the number of years for or type of sentence. Go to *Table 536: Imprisoned!* for special occurances that happen in prison.

**13** If the character has children, one of them dies. Select the cause of the tragedy on *Table 520B: Tragic Causes*. Then go to *Table 541: Death Situations* and select how the death occurred. If the character has no children, then the event affects a sibling. If the character has no siblings, reroll a different tragedy.

**14-15** An industrial accident levels a manufacturing facility in the character's town, killing one the character's parents (or guardians) in the process, contaminating his neighborhood with toxins and radioactivity and giving the character a grave injury (selected on *Table 860: Serious Wounds*). As compensation from the company, the character recieves bionics to replace any damaged parts (select on *Table 861: Bionics*) and gains a 10,000 credit monetary bonus.

**16** A favorite pet dies painfully (special pets created on *Table 751: Unusual Pets* are included in this). Roll a d6. If the roll is 5 or 6, the death was caused by someone else. Go to *Table 745: Others* and determine who caused the pet to die.

**17-18** Orphaned! Go to *Table 542: Death of a Loved One*.

**19** The town where the character lives is wiped out. Roll a d6 for each close family member or friend living in the affected area. On a roll of 5-6, that person dies in the tragedy. Select the cause of destruction on *Table 520B: Tragic Causes*.

**20** The character is responsible for a death. Go to *Table 745: Others* to determine who died. Then go to *Table 541: Death Situations* to determine how the death occurred.

### d4/d10 520A: Tragic Result (continued ... )

**21** Family/Guardian(s) is wiped out. Roll a d6 for each close family member. On a roll of 3-6, that person dies. Select the cause of the tragedy on *Table 520B: Tragic Causes*.

**22-23** A favorite, possibly valuable, possession vanishes. Roll a d6 on the subtable below to find how it happened:

| | |
|---|---|
| **1-3** | It was lost. |
| **4-5** | It was stolen. |
| **6** | It was stolen and a fake left in its place. |

**24** One or both of the character's parents are outlawed and go into hiding. Roll a d6 on the subtable below to determine the affected parent. The numbers following each name indicate the chance on a d6 that the character and the rest of his family followed the outlaw(s) into hiding.

**1-3** Father (1-2)
**4** Mother (1-4)
**5-6** Both parents (1-5)

Now go to *Table 864: Crimes* to find why the parent(s) was outlawed. Then roll a d6. On a roll of 5-6 the parents go into hiding within a different culture level. Go to *Table 102: Technoculture* to find the Culture (and *CuMod*) that will affect all the character's future rolls.

**25-26** A vehicle accident kills 1d3 family members (select from those recorded on the worksheet), another person (selected on *Table 745: Others*) and nearly kills the character. Competant plastic surgery gives the character a new face, but he must live with results of 1d2+1 serious injuries (selected on *Table 860: Serious Injuries*). Roll a d6 to select the cause of the accident:

| | |
|---|---|
| **1** | The character was drunk or drugged out*. |
| **2-3** | The other driver was drunk or drugged out. |
| **4-5** | Driving conditions were bad. |
| **6** | Someone's actions. Go to *Table 745: Others* to determine who caused the accident. |

* In this case the character also goes to prison: see *Table 864: Crimes* and *Table 536: Imprisoned!* for details of sentence and punishment.

**27-28** Character receives a severe injury that does not heal properly. Go to *Table 860: Serious Wounds* to select the injury and its lasting effect. Select the cause of the tragedy on *Table 520B: Tragic Causes*.

Continued ... ☞

Table 520 continues on the next page ...

**d4/d10 520A: Tragic Result (continued ...)**

29 Character sold into slavery. Go to *Table 535: Enslaved!*

30-31 One of the character's parents (or guardians is killed). Roll for Hi/Lo. Hi = father/male guardian. Lo = mother/female guardian. Select the cause of the tragedy on *Table 520B: Tragic Causes.*

32 The character is banned from performing his or her primary profession and is cast out of any guilds, associations or societies associated with the trade. If the character's identity is known, he or she cannot practice the profession within the confines of his current society.

33-35 If the character has a lover, then something terrible happens to the beloved. Roll a d10 on the subtable below to discover the nature of this tragic event. If the character has no beloved then reroll a different tragedy.

| | |
|---|---|
| 1 | Unfaithful lover leaves character heartbroken. |
| 2 | Lover attempts to kill character, but then disappears. On a d6 roll of 6, the character receives a severe injury that does not heal properly. Select injury on *Table 860: Serious Wounds.* |
| 3 | Lover tries to kill character, but dies in the attempt. |
| 4 | Lover dies of disease. |
| 5 | Lover dies in a fire. |
| 6 | Lover dies in an accident. |
| 7 | Lover is killed by lover's own jealous former lover. |
| 8 | Lover disappears and is never seen again. |
| 9 | Lover reveals that he or she can hereafter only love members of his or her own sex. |
| 10 | Lover imprisoned for a crime. Go to *Table 864: Crimes* to determine what he or she allegedly did. |

36 An alien or exoitc disease almost kills the character and leaves horrible scars. Reduce Charisma and Appearance attributes by 1d4 points.

37-38 War ravages the character's homeland. Roll a d6 on the subtable below to determine the number of additional tragedies that afflict the character.

| | |
|---|---|
| 1-2 | One additional tragedy. |
| 3-4 | Two additional tragedies. |
| 5 | 1d3 additional tragedies. |
| 6 | If 17 years or older, the character is conscripted into military duty. Roll for 1d3 additional tragedies then go *Table 530: Military Experience.* |

39 The character's home is destroyed along with all personal belongings. On a d6 roll of 6, the characer's Social Status drops by one level.

40 The character's world is destroyed by violence. The character escapes the destruction, but he and his family are refugees, reduced to Destitute social status (see *Table 103: Social Status*).

41 The character's best friend dies. Go to *Table 541: Death Situations* and determine how the death occurred.

42 All persons belonging to the character's race or ethnic background are rounded up by government police and placed in concentration camps. The character escapes, but does not know the status of his family. The character must assume that he too will be hunted down by the government for recapture.

**d4/d10 520A: Tragic Result (continued ...)**

43 Reroll, but add in the character's *SolMod* to the result.

44 The streets are swept by press gangs seeking "volunteers" for secret medical experiments. While passing a dark alley the character "volunteers." Police rescue him, but not before the character has been subjected to the experiment. Give the character 1d3 quirks from *Table 644: Exotic Personality Traits* and 1d3 items from *Table 859:Talents, Mutations and Modifications* as a result of the experiment.

45 The character is disinherited by parents. For subsequent standard of living, reroll Social Status on *Table 103.* Do not add in a character's *CuMod* or *TiMod* values and do subtract 10 from the die roll. If the character does not have an occupation that he can practice at Rank 3 or better skill, modify the roll by subtracting 45 from it instead.

46 The character's family loses all its wealth. Reroll Social Status on *Table 103: Social Status* and subtract 30 from the die roll. The *SolMod* from this new status will be the one that affects all future die rolls (assume all remaining events occur after this one).

47 The character is forced into an unwanted political marriage. If the character is already married, the old spouse "disappears" (he or she may have been kidnapped, impri-soned or killed). At the time of marriage, the new spouse dislikes the character and will obviously cause the character grief for some time to come.

48 A shift in the economy causes severe inflation, affecting even the wealthy. The value of money becomes a tenth what it was. All Social Status's above Destitute drop 1d3 levels for 1d6 years. After that, they automatically rise one level, but remain at that level (unless changed again).

49 The character's family is stripped of all titles and lands. Reroll Social Status on *Table 103: Social Status* and subtract 10 from the die roll. The *SolMod* from this new status will be the one that affects all future die rolls. Roll a d6. On a result of 6, the character's family is outlawed (see #24 above).

## 520B: Tragic Causes

Use only if directed here by another table

**Instructions:** Roll a d8 on the table below to select the cause of a tragic event. Reroll if the situation doesn't fit.

**d8 520B: Tragic Causes (Roll a d8)**

| | |
|---|---|
| 1 | An unexplainable accident. |
| 2 | A terrible fire. |
| 3 | A virulent, uncurable disease. |
| 4 | Someone's actions. Go to *Table 745: Others* to determine the culprit. |
| 5 | War. |
| 6 | A revolt. |
| 7 | A vehicle accident. |
| 8 | A natural disaster. Roll a d10 on the subtable below: |

| | | | |
|---|---|---|---|
| 1 | Avalanche | 6 | Meteor Strike |
| 2 | Flood/Tidal Wave | 7 | Forest/Brush Fire |
| 3 | Earthquake | 8 | Tornado |
| 4 | Solar Flare | 9 | Mine cave in |
| 5 | Volcano | 10 | Hurricane or Storm |

**From Here — Return to the Table that sent you here . . .**

# 521: Something Wonderful...

Use only if directed here by another table

Life is tough, so when something good happens to a character it always seems to be unexpected. This is a list of good, wonderful things that can happen.

**Instructions:** Roll a d20 and match the result against the table below. Some entries may require that additional rolls be made. Should the die roll indicate a situation that could not occur, reroll until an event that could happen occurs.

**Roleplay:** Good things do happen, even miraculous things. When these sort of things happen, the character may feel extremely lucky or blessed by God. Some characters might accept this with gladness and humility, while others might feel that they are finally getting their due.

**d20 521: Wondrous Results (Roll a d20)**

1 Carnivorous alien beasts invade the character's camp. During the attack, the character finds that he has the innate ability to psionically command alien beasts to do his will (so long as it does not seriously risk the animals lives).

2 Get Out of Jail Free. A magnanimous ruler pardons all prisoners. If the character, or his friends or relatives are in prison, they are set free with an admonition to "Sin no more."

3 If the character has a lover or spouse, he is blessed with the birth of a healthy, beautiful child. Roll Hi-Lo for the child's sex. Hi = male. Lo = female.

4 While repairing the family home, the character discovers a magical item. Go to *Table 854: Gifts & Legacies* to determine what has been found.

5 Character acquires an unusual pet. Go to *Table 751: Unusual Pets* to determine the details about this animal.

6 The character is adopted into a Wealthy family. If he is an orphan, it is a true adoption. If he has living parents, he is treated just like a son. Assume that the new family is of the same Culture level as the character at the time of adoption. Roll for important information about the new family on *Tables 104: Birth & Family* and *107: Parents & NPCs.*

7 The town where the character lives is destroyed, but there is little loss of life. However, after the disaster passes, the area is rebuilt and becomes a boom town, more prosperous than ever before. The Social Status of the character's family raises by one level (but never above Wealthy).

8 The character is responsible for saving a life. Go to *Table 745: Others* to determine who was saved. Then go to *Table 541: Death Situations* to determine how the death almost occurred. Roll Social Status for the near-victim on *Table 103.* If the victim was Well-to-Do or better, a reward of the victim's *SolMod*$^2$x 100 credits is given to the character.

9 A new market opens up for the chief source of the character's income (or his family's income). Add +20% to the character's starting money.

10 Slavery is outlawed in the land. All slaves are freed.

11 The character gains a loyal friend and companion. Go to *Table 752: Companions* to determine the details.

**d20 521: Wondrous Results ( continued ... )**

12 A despotic and evil local ruler outlaws the character's parents. After 1d10 years, the ruler's liege overthrows the evil ruler and the character's parents are not only pardoned, but are honored for their role in the despot's demise. Add 1d4 points to the character's *SolMod.* Change the character's social status (see *Table 103: Social Status*) so that it matches the *SolMod.*

13 Character receives a severe injury that does not heal properly and almost kills him before he is rescued by a benevolent (but slightly mad) scientist who replaces the damaged limb or organ with an *experimental* bionic prosthesis which grants the character superhuman powers. Go to *Table 861: Bionics* to select the replacement part and its appearance. The GM must determine the additional powers it grants.

14 The character becomes reknowned for his occupation. Clients from around the world seek his services. The influx of business allows the character to increase his social status by 1d2 levels (but not above Wealthy).

15 A disease almost kills the character, but miraculously, the character becomes immune to all disease.

16 A miracle (the only possible explanation) gives the character a favorable modification. Select it on *Table 859: Talents, Mutations & Modifications.* Reroll any unfavorable or undesirable changes.

17 A lasting peace takes hold in the land. If the character is currently in the Military, he is discharged with honors (see *Table 533: Military Rank* for mustering out benefits.

18 If the character has an occupation, he is promoted to a position of respect and authority. His charisma attribute rises 1d3 points. His starting money rises by 10%. Add 1 point to his *SolMod.* If character has no occupation, then reroll.

19 The character meets the love of his life. If adults, they marry and live happily ever after. If children, they wait until age 18, then marry. Select romantic events on *Table 538: Ah Love!* Reroll any unpleasant or unfavorable romance events.

20 A shift in the economy increases the value of precious metals. The rich get richer. All Social Status's above Comfortable increase one level (Wealthy have a 1% chance of becoming Extremely Wealthy).

From Here — Return to the Table that sent you here . . .

# 522:

# Otherworld Events

Use only if directed here by another table

These are events that take place on a world different from the character's home world. For future histories that do not include space travel, assume that the event takes place on the same planet but in a distant land, far from the character's home.

**Instructions:** These tables determine where the event takes place, why the character is on the planet and what happens. First roll 2d8 and match the result against *Table 522A: Other Worlds.* Next roll a d10 and match the result against *Table 522B: Reason for Being Here.* Finally roll 2d8, total the results and match the total against *Table 522C: Otherworld Events* to determine what happens to the character on the planet.

**Roleplay:** When events occur while we're at home, such as illnesses or accidents, we seem better able to take them in stride. Yet should the same thing occur in a foreign land (or even at a summer camp or college dorm), the scale of the event seems magnified, the results intensified. Far from our familiar settings and the comfort they give us, we feel isolated and alone. To imagine how these events might affect a character, begin with your own response to things that happened to you when the safety and comfort of home was far away.



### 2d8 522A: Other worlds (roll 2d8)

2 **Volcanic world.** Active volcanism everywhere.
3 **Hostile world.** Something about this world is unsuited to supporting the character's race. Either the atmosphere is poisonous or corrosive or the climate is violently dangerous. Life as the character knows it can only exist in self-contained outposts or in subterranean cavern complexes.
4 **Greenhouse world.** Has a thick, dense (usually hostile) atmosphere that intensifies a "greenhouse" making the world hot and uninhabitable by Terran standards.
5 **Water world.** Mostly oceans and small islands.
6 **Swamp world.** World covered by endless marshes and swamps, very little "dry" land.
7 **Earthlike world.** Much water, large land masses.
8 **Barren world.** Rocky and barely habitable.
9 **Glacial world.** Mostly ice and snow, but life can exist here.
10 **Forest world.** Covered by huge tracts of virgin forest.
11 **Desert world.** Has atmosphere but little or no water.
12 **Airless rock-ball.** Like Earth's moon, this is heavily cratered.
13 **Chunk.** An airless asteroid.
14 **Artificial world.** A world constructed by sentient beings. (Example: a ring world).
15 **Ice-ball.** Entirely iced over, little or no breatheable atmosphere.
16 **Chemical ice-ball.** Surface entirely composed of frozen substances like ammonia and methane. No breatheable atmosphere.

### d10 522B: Reason for Being Here (roll a d10)

1 **Stowaway.** The character hides on board a ship and is "ejected" on this planet.
2 **Vacation.** The character and his family travel here to see the sights.
3 **Business trip.** The character's job brings him here for an important meeting.
4 **Religious pilgrammage.** The world contains a holy shrine which the character has come to visit.
5 **Colonist.** The character and his family relocate to this untamed frontier world (this becomes the character's new home world).
6 **Explorer.** The character finds himself aboard an exploratory ship, looking for untapped resources.
7 **Relocation.** The character's job transfers him to this planet for an indefinite stay (this becomes the character's new home world).
8 **Emergency landing.** The ship carrying the character is in trouble and needs to make an unscheduled landing on this remote world.
9 **Rescue mission.** This is a remote frontier world. The ship carrying the character makes an unscheduled stop in response to a planetside distress signal.
10 **Travel layover.** The planet is a stopover on a journey between here an there, giving the ship time to reprovision and refuel and the passengers and crew a chance to relieve the feeling of confinement aboard ship.

Table 522 continues on the next page . . .

## 2d8 522C: Otherworld Events (roll 2d8)

**2** The character gets lost in the wilderness. In the weeks that it takes to find him, he gains +1 Rank to his Wilderness Survival skills. Roll a d6. On a result of 5-6, the character gains an alien pet. Select the pet on *Table 751: Unusual Pets*. Remember, the creature is an alien being. If it is found to be a familiar Terran animal, it will only resemble that creature, either in appearance and/or behavior.

**3** The character survives a deadly encounter with a hostile alien monster. Unfortunately, there is a chance that during the encounter the character was infected with the monster's genetic material. The truth, and any possible cure can only be discovered on this planet where the encounter took place. [D]

**4** The character befriends an intelligent alien being. The alien is a native of this world. Select the alien on *Table 748: Aliens*. Roll a d6. On a result of 6, the alien race has been undiscovered until now. [L]

**5** The character and his companions discovers an outpost of a hostile alien race. As a result, an "incident" occurs in which several of the aliens and several of the companions are killed or injured. Both sides hush-up the incident. However, the character is marked as a potential danger by both sides involved. [R]

**6** The character discovers illegal activity going on in a restricted area of the planet. The character is forced to flee for his life and is marked as an enemy by the head of a very powerful corporation (have the GM select an appropriate company).

**7** Select the event on *Table 540: Exotic Events*. The event happens on this other world.

**8** Reroll the event on the Significant Event Table (208-211) that sent you here, the difference being that the event happens on this other world.

**9** While on the planet, a major interstellar war breaks out. Interstellar civilian traffic is essentially stopped and the character is marooned here for 1d10 years (although joining the military or beginning adventuring ends this period). Determine the planet's Tech Level by using *Table 102A: Tech Level*. While thus isolated, the Tech Level of the planet's main culture drops by 1 level.

**10** Fanatic followers of a local religion overthrow the government. Unbelievers (off-worlders) are rounded up and imprisoned in make-ship camps. The character is caught up in the fervor of this people's belief and willingly joins them. Using captured spacecraft, the true believers take their faith to the spaceways. After 1d3 years with the followers of the religion, the character finds himself isolated from other believers to fend for himself on a strange planet. Roll a d6 on the subtable below for the reason.

1. Retribution attacks kill or imprison most believers, including the character's companions.
2. The character's companions lose heart and go home.
3. The religion was revealed as a total lie, perpetrated by leaders who were charlatans and con artists.
4. The character was captured by relatives and "deprogrammed."
5. The character is excommunicated for some sin, real or imagined.
6. Reroll the cause on this subtable. The government which the religion cast down now actively seeks the character as a traitorous outlaw.

## 2d8 522C: Otherworld Events ( continued ... )

**11** The character becomes lost in the planets unexplored wilderness. He is adopted by apparently primitive alien beings. Yet in spite of their lack of complicated tools, they have created a wonderland of biological miracles, including organic star drives, psionically operated bio-machines, symbiotic house-organisms that thrive on body wastes and so on. The patient creatures return the character to civilization better than new(add 1 point to 1d4 of the character's attributes). Unfortunately, he cannot describe the location of the alien civilization and few respectable scientists believe his wildly irrational claims. [R]

**12** While the character is on the planet, the local government changes, going from a free and open society, to one of repression and oppression. The character is imprisoned as an enemy of the state. It takes 1d3 years for diplomatic channels to free him. Select prison events on *Table 536: Imprisoned!* [R]

**13** While the character is on the planet, freedom fighters overthrow an oppressive government regime. The character participates in the revolt and is labeled as a hero. Character may improve one existing weapon/combat skill by 1 Rank, or if the character currently has no weapon skills, roll a d4 on the subtable below for a new skill gained at rank 2 ability. [L]

1. Hand gun, such as a pistol or hand blaster.
2. Assault rifle.
3. Explosives.
4. Knife fighting.

**14** The character is kidnapped by local scum and held for ransom. The ransom is paid, but the experience has scarred the character for life. He acquires 1d3 Darkside personality traits (selected on *Table 643C: Darkside Traits*) and an exotic trait (selected on *Table 644: Exotic Personality Traits*).

**15** The character discovers the wreck of an old spacecraft. By right of discovery (local salvage law), the ship and its contents become his. While the ship will never be spaceworthy again, it contains one device from *Table 855: Techno-Wonders*, 1d4 items from *Table 854: Gifts & Legacies* and if the character already has a spacecraft, use *Table 866D: Special Features* to select an item that can be used to enhance his own ship. [R]

**16** While alone, the character stumbles onto the ruins of an ancient, lost alien civilization. The ruins themselves are a blank in the character's mind. He doesn't remember what happened there, only that afterwards, he was somehow changed ... Although initially unchanged, the character seems somehow "alien." Any physical or appearance changes take 1d6 years to manifest themselves. Roll a d6 on the subtable below for the changes.

1. Select 1d3 Exotic traits from *Table 644: Exotic Personality Traits*. Modify them, if necessary so the attitudes or biases seem to reflect an alien personality.
2. Select 1d3 psionic skills from *Table 862: Psionics*.
3. The character's appearance undergoes a drastic change. Select the new appearance on *Table 863: Appearances*.. Reroll any result indicating clothing..
4. The character gains 1d3 changes from *Table 859: Talents, Mutations & Modifications*.
5. The character's outward appearance takes on features of the alien race, though he still is recognizable as a member of his former race. Select the general racial appearance on *Table 748: Aliens*.
6. Reroll 1d2+1 times again on this subtable. Reroll any duplicate rolls.

**From Here — Return to the Table that sent you here . . .**

# 523: Lo-Tech Events

Use only if directed here by another table

These are events that might occur on worlds or in cultures with Tech Levels lower than seven (7).

**Instructions:** Roll a d8 and match the result against the table below to select the event.

| d8 | 523: Lo-Tech Events (roll a d8) |
|---|---|
| 1 | Learn use of an archaic weapon (swords, bows & arrows, flintlock pistols all qualify) at Rank 4 skill. |
| 2 | A draft beast panics, trampling folk left and right. The character rescues a young street orphan, who becomes his constant Companion. Roll a d6. On a result of 6, the child is of a race other than the character's. If so, select the child's race on *Table 748: Aliens*. Select other details about the child on *Table 752: Companions*. |
| 3 | The character becomes deathly ill. Against the character's wishes, a crotchety old priest is summoned. Amazingly, the priest cures the character, but in so doing, he awakens a psionic power within the character. Select the power on *Table 862: Psionics*. Unfortunately, using the new skill gives the character hallucinations (see page 76, item 6 on *Table 644B: Mental Afflictions*). [R] |
| 4 | The character offends an important person who then challenges him to a duel. Using the Generic Skill Use rules on page 5, have the character make a skill use check for his best archaic weapon skill (sword, pistol, etc.) against a difficulty rating of 5. Minimum skill use is Rank 1. If he succeeds, his foe is defeated and offers 1d10 x 1,000 credits as an apology. If he fails, he takes a serious wound from *Table 860: Serious Wounds*. If the skill check is fumbled, the foe is killed and his entire family declares a revenge vendetta against the character, making him a hunted man for life. [R] |
| 5 | The character undergoes an initiation ritual that makes him a part of a Lo-Tech society. As a by-product of the ritual, the character is marked with a colorful scar-tattoo on his face. Select the mark on *Table 857: Birthmarks* and its striking color on *Table 856: Colors*. |
| 6 | The god of the local folk is obviously a piece of high technology. Select this "god" on *Table 855: Techno-Wonders*. The character leaves it alone, but remembers what he's found ... just in case he needs a spare god some day. |
| 7 | The character catches an unpleasant disease. Though treatable, the treatment must be given once every 6d6 hours. Without it, his Constitution attribute drops by 1d3 points each day. Treatment costs 1d10x1d100 credits per dose and is not commonly available. [R] |
| 8 | The character buys an antique archaic weapon (of his choosing) of astounding quality. It adds one Rank to his skill when he uses it. Local legend says it belonged to an ancient hero, but then, legends are a dime a dozen right? |

# 524: Group Encounters

Use only if directed here by another table

These are events that focus on encounters with specific and often unusual groups of people or aliens.

**Instructions:** Roll a d6 and match the result against the table below to select the event.

| d6 | 524: Group Encounters (roll a d6) |
|---|---|
| 1 | Character is kidnapped and held captive by terrorists, who seek to trade him for one of their own currently imprisoned people. After 1d6 weeks, he is rescued by a crack anti-terrorist squad. The surviving terrorists blame the character and vow revenge. Roll a d6 for details about these terrorist slime. [R]<br>1 They are aliens. Select on *Table 748: Aliens*.<br>2 They are religiously motivated.<br>3 They are 1d3 Tech Levels below character's level.<br>4 They have agents nearly every where.<br>5 They are supposed to be the "good guys" who fight against a corrupt government.<br>6 Roll twice more on this subtable. |
| 2 | The character is caught in the middle of a firefight between desperate criminals and the law. Roll a d6. On a result of 6, the character is hit by the crossfire. Select a wound on *Table 860: Serious Wounds*. Character recieves 1d10 x 1,000 credits compensation. [D] |
| 3 | The character is surrounded by "missionaries" from the latest popular cult-figure religion. Before he knows what he is doing, he finds himself chanting the lyrics to "Heartbreak Hotel," murmuring "the King is dead, long live the King" and contorting his body in sacred dance to the blessed refrains of "Ain't nothin' but a hound dog ..." It takes 1d3 months for the character's friends to find, rescue and deprogram him. Still, the music is catchy ... [R] |
| 4 | The character accidentally uncovers a corrupt corporation's plans for a government takeover. They in turn learn that he knows what they are up to. In return for his silence and a promise to end their program, they give him shares in the company, worth at least 1d100 x 1,000 credits. Of course, he may have a difficult time living long enough to sell his shares. [N] |
| 5 | The character and a friend (the character's "beloved" if he is involved in a romance) are accosted by a group of young punks. Surprising even himself, he drives them off, but not before his friend is fatally injured. Select further details on *Table 542: Death of a Loved One*. [D] |
| 6 | The character finds himself in the middle of a student protest that is swiftly and violently suppressed by the government. Freed after a year in prison, the character is recruited by subversive types seeking to overthrow the government. Select prison events on *Table 536: Imprisoned!* [D] |

**From Here — Return to the Table that sent you here . . .**

# 525: Tarnished Tomorrows

Use only if directed here by another table

These events are particular to the Tarnished Tomorrows future history (see page 13).

**Instructions:** Roll a d10 and match the result against the table below to select the event. Note the "Personality Trait Check" letters that follow these events. Be sure to record them.

**Roleplay:** This is a cruel future full of grim events, fallen morals and little hope. Life has little value unless some kind of profit is involved. This character could be as cold, cruel and cynical as his times or an untarnished hero, seeking to right wrongs in spite of his own personal shortcomings.

| d10 | 525: Tarnished Tomorrow Events (roll 1d10) |
|---|---|
| 1 | Character is fitted with an experimental *Cyberdeck* that allows his mind to directly interface with a computer. While linked to the computer, he gains +1d3 points to both his Intelligence and Dexterity attributes. When the link is broken, he drops 1d3 points below normal for 1d3 rounds of action. [N] |
| 2 | While travelling between cities, the character is attacked by bandits. The character takes a serious wound (select on *Table 860: Serious Wounds* and one of his family members is taken hostage. Select the relative on *Table 104D: Other Relations.* [R] |
| 3 | The character is drawn into a social activity considered decadent even by the day's standards. He gains one Darkside Trait from *Table 643C: Darkside Traits* and has a 50% chance to develop an exotic trait . If this trait develops, roll a d6. 1-2 = Behavior Tag (*Table 644E*) . 3-4 = Sexual Disorder (*Table 644F*). 5-6 = Mental Affliction (*Table 644B*). |
| 4 | If the character has a vehicle, a recently discovered Techno-Wonder is secretly built into it. Select a compatible device on *Table 855: Techno-Wonders.* |
| 5 | Entire family disappears in a secret police raid. [R] |
| 6 | Character is attacked and partially dismembered by vile organ-leggers, thieves who steal internal organs for resale. He loses 1d3 parts of his body before being rescued. Missing parts are replaced by experimental bionic prosthetics. Select the bionic parts on *Table 861: Bionics,* adding 1d3 to each "Function" and "Appearance" die roll. [D] |
| 7 | A powerful crime lord declares himself master of the character's home city. |
| 8 | Character discovers a "wholesome" religion. Select details on *Table 537: Religion.* Then change 1d3 previously selected "D" (Darkside) personality traits to "L" (Lightside) traits. |
| 9 | A crime war between rival gangs ravages the town. Roll one resulting event on *Table 520: Tragedies.* [N] |
| 10 | Character acquires 1d3 notable appearance quirks. Select on *Table 863: Appearances.* |

# 526: Final Frontier Events

Use only if directed here by another table

These events are particular to the Final Frontier future history (see page 13).

**Instructions:** Roll a d8 and match the result against the table below to select the event.

**Roleplay:** This is a future of outward expansion. The character could easily be caught up in the excitement of his times. Think of early American pioneers and explorers. Think of the discovery of new worlds, new civilizations, boldly going where no one has ... um ... you get the idea?

| d8 | 526: Final Frontier Events (roll 1d8) |
|---|---|
| 1 | Character 's family become colonists. Roll a d6. If the result is 5-6, their new home is on an exotic frontier world. The Tech Level there is 1d3 Levels lower than that of their original culture. Character has 1d3 events taken from *Table 522: Otherworld Events.* [N] |
| 2 | Character is part of an exploration mission in which 1d6 new, inhabitable worlds are discovered. Use *Table 522: Otherworld Events* to determine what kind of planets have been found and then give each an interesting name. Roll a d6. On a result of 6, the character gains an unusual pet. Select pet on *Table 751: Unusual Pets.* |
| 3 | An alien race is encountered! Though this is not a first encounter, the aliens are up to something mysterious. |
| 4 | The character is caught up in a frontier war, disputing borders. Roll a d6 to determine the opponent. 1-2 = Another government. 3-4 = Aliens. 5-6 = Local natives. |
| 5 | If an adult, the character enters military service. Select branch of service and other details on *Table 530: Military Experience.* If already in the military, the character is promoted one rank for valorous service. If the character is a juvenile, he enters Military Acadamy (see *Table 210: Education*). [N] |
| 6 | Character discovers ancient, alien ruins and finds 1d3 alien artifacts (select on *Table 854: Gifts & Legacies*) and a strange device. GM: select a device on *Table 855: Techno-Wonders,* but keep its function a mystery. |
| 7 | A lost "cold sleep" colonial ship is discovered. Though most of the colonist's survive reawakening, one young person's family does not. This young person takes a romantic interest in the character. Determine details on *Table 538: Ah Love!* [L] |
| 8 | An abandoned research outpost is discovered. All occupants are missing with few clues as to their disappearance. One of the occupants was a relative of the character. Select the relationship on *Table 104D: Other Relations.* Also missing is the object of their research. Select their project on *Table 855: Techno-Wonders.* [R] |

From Here — Return to the Table that sent you here . . .

# 527: Imperial Space Events

Use only if directed here by another table

These events are particular to the Imperial Space future history (see page 13).

**Instructions:** Roll a d8 and match the result against the table below to select the event.

**Roleplay:** This is a future dominated by powerful and often corrupt centralized governments that span the vast gulfs between the stars, linking them under its iron rule. Individualism (by those not in power) is suppressed for the greater good.

**d8 527: Imperial Space Events (roll 1d8)**

1. Character's family is persecuted by minions of the government. One minion in particular becomes a Rival to the character. Select his job on *Table 416: Government Jobs*. Select details of the rivalry on *Table 753: Rivals*.
2. Character's home town is evacuated for a secret project. Roll a d4 on the subtable below for details. [D]
   - 1 A super-secret military base is being set up.
   - 2 It becomes a holding camp for an alien race.
   - 3 A luxury palace is being built for a ruler.
   - 4 A secret research laboratory is being built.
3. Half the character's home town is crushed when the remnants of a huge battle cruiser impacts it after re-entry.
4. If an adult, the character enters military service. Select branch of service and other details on *Table 530: Military Experience*. If already in the military, the character is promoted one rank for valorous service. If the character is a juvenile, he enters Military Academy (see *Table 210: Education*). [N]
5. The character is recruited for the opposition forces. This is military service (see #4 above), in service against the government in power. [L]
6. The character's home world secedes from the "empire," aligning itself against the government in power. The resulting war devastates the planet, dropping its overall Tech Level by 1d10. If Tech Level drops below 10, reroll character's Culture (Table 102B), adding 10 to the roll. Change character's Tech Level and Culture accordingly.
7. Character is captured by a bounty hunter and languishes in a prison for 1d3 years. Select prison events on *Table 536: Imprisoned!* Upon leaving prison, the character cannot find his family. They have disappeared! [R]
8. The character is elected to serve his planet as a senator. He is in a position to receive bribes. Count the number of Darkside "D" traits already marked in the PERSONALITY section of the worksheet and add it to the result of a d6 roll. If the total is greater than 7, the character receives 1d100 x 1,000 credits in bribes and honoraria from lobbyists. He is also suspected by the opposition forces as being an enemy. He gains 1d3 additional Darkside personality traits. Make the appropriate marks on the character worksheet.

# 528: Post Holocaust Events

Use only if directed here by another table

These events are particular to the Post Holocaust future history (see page 13).

**Instructions:** Roll a d8 and match the result against the table below to select the event.

**Roleplay:** This is a future dominated by the total destruction of civilization. Survival is the key issue here. Survivors are probably mildly paranoid, aggressive, inquisitive and self confident to the point of arrogance.

**d8 528: Post Holocaust Events (roll 1d8)**

1. Character discovers a cache of lost technology. In it are 1d6 items from *Table 854: Gifts & Legacies* and one item from *Table 855: Techno-Wonders*. The site is contaminated and the character suffers a serious injury which plagues him the rest of his days. Select it on *Table 860: Serious Wounds*. [D]
2. Roving marauders run down and kill 1d3 members of the character's family. Select the victims on *Table 104D: Other Relations*. Of course, the character learns the location of their semipermanent camp for later revenge.
3. The character discovers a being in a space suit. Roll a d8 on the subtable below for details. [R]
   - 1 The being is from another time.
   - 2 The being is an alien explorer
   - 3 The being dies.
   - 4 The being is hunted by other aliens.
   - 5 The being is from a culture 1d4 levels higher than the character's own.
   - 6 The being gives the character a Techno-wonder selected from *Table 855: Techno-Wonders*.
   - 7 An exotic event occurs along with this encounter. Select it on *Table 540: Exotic Events*.
   - 8 Roll twice more on this subtable.
4. The character is declared to be "genetically impure," and is banished from his home by local leaders.
5. The character rescues a robot and befriends it. The being becomes his Companion. Select details of the Companion on both *Table 752: Companions* and *Table 750: Artificial Persons. If the robot is self-aware or hyper aware then.* **GM Only:** see Entry # 528 on *Table 967: GM Specials*. [L]
6. The character discovers a pre-holocaust spaceport, with at least one intact space craft. Of course, the installation is surrounded by unpleasant looking Mechanical critters and mutants. Select details about the space ship on *Table 866: Spacecraft*.
7. The character develops a new mutation. Select it on *Table 859: Talents Mutations & Modifications*. [R]
8. The character discovers an evil, power-hungry secret society. Its members decide the character knows too much and now hunt him, like invisible avengers. [R]

From Here — Return to the Table that sent you here . . .

# 529: Underworld Experience

Use only if directed here by another table

When a character becomes involved with criminals, he often follows their ways and learns their skills. A character with underworld experience may not become a professional criminal, but he will certainly be wiser about criminals' ways and customs.

**Instructions:** The first of the three things that a criminal character must do on this table is determine how he became involved in criminal activities on *Table 529A: The Wrong Path.* Roll a d10 to select this. Then roll a d6 and match the result against *Table 529B: Type of Crimes* to select the general type of criminal activity that the character undertakes. Finally go to *Table 529C: Underworld Events.* Roll a d3 for the number of events that occur. Then roll a d20 for each event, matching the result against that table.

**Roleplay:** Possibly the character has not become a criminal himself, and is only involved with them. How does the character feel about this criminal past? Is he still a criminal or has he reformed and gone "straight?"

## 529A: The Wrong Path

| d10 | Beginning a life of crime (roll a d10) |
|---|---|
| 1 | The character needs money to pay debts. |
| 2 | Peer pressure "forces" character to do criminal acts. |
| 3 | The character has a pathological urge to do wrong. |
| 4 | The character wants to defy authority. |
| 5 | The character feels he is punishing those responsible for misdeeds done to him. |
| 6 | The character wants to live a lifestyle he could otherwise not afford. |
| 7 | The character seeks a lifestyle filled with dangerous thrills and excitement. |
| 8 | The character seeks to wield power in the crime world. |
| 9 | The character is forced into a life a crime by criminals who threaten his loved ones. |
| 10 | Roll two more times on this table and combine the results in some logical manner. Reroll duplicates. |



## 529B: Type of Crimes

| d6 | The Crimes (roll a d6) |
|---|---|
| 1 | Petty theft. The character and several pals steal things they want or need. They act in violation of any organized thieves guild. |
| 2 | Organized burglary gang. The character is part of a gang, under the direction of gang leaders. The thieves are not a crime network and limit themselves to stealing and smuggling. |
| 3 | Organized crime. This is a crime network which sets high morals and standards for its own members, but treats the rest of the world as ripe for plunder. A character who becomes involved with organized crime should go to *Table 864: Crimes*, and make 1d4 rolls for the types of crimes he regularly commits (ignore footnotes). The character gains 1d4 Ranks in a weapon skill of his choice (such as pistol, laser, brass knuckles.) |
| 4 | Independent criminal. The character is heavily involved in one or more of the following activities. Roll a d10 on the subtable below: |
| 5 | Piracy (roll for Pirate events on *Table 529D: Pirates!*) |
| 6 | Banditry. The character is part of a gang of rural bandits who prey on the nearby countryside. |

| d10 | Independent criminal activities |
|---|---|
| 1 | Prostitution |
| 2 | Assassination |
| 3 | Burglary |
| 4 | Smuggling |
| 5 | Illegal gambling |
| 6 | Computer hacking (data theft & destruction) |
| 7 | Selling illegal drugs or pleasure stimulators |
| 8 | Robbing banks, stores and credit machines |
| 9 | Kidnapping |
| 10 | Roll again 1d2+1 times on this table. Reroll duplicates. |

## 529C: Underworld Events (Roll a d20)

| d20 | The Events (roll a d20) |
|---|---|
| 1 | Join a gang. Members are usually of the character's same age and sex. Give the gang a name, such as the Mutant Maulers, the Stellar Six, the Sisters, etc. |
| 2 | Jailed for a few days in a sweep of the streets by law enforcement officials. |
| 3 | Character is seriously wounded in a fight. Select injury on *Table 860: Serious Wounds.* |
| 4 | Whenever a crime occurs in a city, the character is automatically a suspect, even if law enforcement officials are unfamiliar with his past. The character just looks like a hardened criminal. |
| 5 | Character becomes an informant for the law. Roll a d6. On a result of 6, the character is labeled a snitch by the underworld and has a contract out on his life. |
| 6 | Character participates in a large heist, only to have his partners vanish with the loot. There were 1d4 others involved and the valuables have never reappeared. GM: This is an chance to create either a revenge adventure or a recapture scenario (depending on which side of the law the character now stands). |

Continued ...

Table 529 continues on the next page . . .

## d20 529C: Underworld Events (continued ...)

7 A key gang boss is hit (slain) and the character is blamed. Members of the slain boss's gang seek the character's death.

8 The character is imprisoned for a crime. Select the crime on *Table 864: Crimes*, then determine the length of imprisonment. After being freed, the character goes straight, but maintains his underworld contacts.

9 The character acquires 1d4 Ranks of proficiency as a thief (all thieving skills are learned at this proficiency rating). Thieving skills include wall climbing, lock picking, hiding, moving silently, disarming traps, security & surveilance devices, picking pockets, blueprint reading and evaluating stolen goods.

10 The character chooses to go straight, ending his life of crime. Still, he is often recognized by criminals who remember him from the "old days."

11 The character develops extensive contacts in the underworld, including thieves, informants, smugglers, thugs, fences, and spies. So long as he does not turn in his former cronies, they remain friendly and can even serve as allies in "legal" activities.

12 The character learns the sewers (maintainance conduits) of his home town (or a nearby city) as well as he knows the back of his hand (or tentacle). This knowledge is also useful in other cities, since waste and service systems tend to be built along similar lines.

13 The character learns the secret passages, entrances and exits to an important local leader's estate.

14 The character discovers that several items taken in a recent heist are allegedly "cursed." No fence will take them and even the owner is making no attempts to recover his property. Select 1d3 items on *Table 854: Gifts & Legacies*. **GM Only:** see entry #529 on *Table 967: GM Specials*.

15 A crime lord becomes the character's patron, and begins grooming the character to be a leader of organized crime.

16 The character's friends are being killed off in horrible ways. Law enforcement officials are uninterested in stopping the killer, since only criminals are being slain. Soon only the character and one other are left.

17 The character discovers that a prominent and popular government official is really the head of a major crime ring. Roll a d6. On a result of 1-4, the official is unaware of the character's knowledge. On a result of 5-6, the official thinks the character should be *silenced*.

18 The character learns an unusual skill. Select the skill on *Table 865: Unusual Skills*.

19 The character steals and hides a valuable, but quite distinctive device worth 50 times his normal "starting money." The device has remained hidden until the present (or until a beginning character starts an adventuring career), but when he goes to reclaim the device, it's gone. He discovers that it's now possessed by one of the character's criminal "friends." Reclaiming the device would give the character much money. Select the device on *Table 855: Techno-Wonders*.

20 The character becomes the leader of a gang (or if he is part of a bandit group, he becomes the bandit chief. If a pirate, he becomes a pirate captain).

## 529D: Piracy Events

Use only if directed here by another table

Whether they prowl the seas of a future Earth or an alien world or become the scourge of the spaceways, this separate table is here to provide a little extra flavor for characters who become futuristic pirates.

**Instructions:** Roll a d3 to determine the number of piracy events. Roll a d10 to select each event. Compare the die roll result against the table below. Reroll any duplicates. Read the information about pirate ships that follows. Then return to *Table 529C* to roll any additional criminal events.

**Pirate Ships:** If space travel is not a part of your game's future, then assume that the pirate vessel is either a traditional sailing ship or some vessel that "sails" on other surfaces, like ice boats, desert sand skimmers, rolling prairie schooners, or flying airships. Don't immediately assume that the pirates sail the seas. Tailor the pirate vessels to fit the world they sail!

If both surface ships and space craft are allowable choices in your game, roll a d6. A result of 1-2 indicates a surface craft. A result of 3-6 indicates space pirates.

For space pirates, you may wish to select details about the space vessel on *Table 866: Spacecraft*, especially, if the character ends up commanding it!

## d10 529D: Pirate Events (roll a d10)

1 The pirate captain hides his treasure in a lonely deserted place. As far as the character knows, that huge treasure is still there.

2 The pirate crew is captured and all but the character are executed. The character escapes captivity, vowing to give up crime forever (so he says).

3 The character learns how to operate a ship (either a sailing ship or a space ship) at 1d4+1 Ranks of skill.

4 The pirate crew mutinies and the character is voted captain by the mutineers. The old captain escapes and vows revenge on the mutineers *and* their leader.

5 The pirates discover ruins of a lost civilization with a mysterious temple. The crew is driven mad by a mystic alien power within the temple. When the character regains his sanity in a place far away, only vague memories remain of the encounter and the great treasure to be found there.

6 An old pirate teaches the character a few tricks about bladed weapon use, giving him +2 Ranks in knife, sword or energy blade use (or an initial Rank 2 skill).

7 A raid on a particularly large treasure craft gives the character 1d6 x 1,000 credits of treasure.

8 Roll Hi-Lo for the captain's sex. Hi = male. Lo = Female. The captain is known for taking vengeance on captives of the opposite sex. The captain is also reknowned for one other exotic personality trait. Select this trait on *Table 644: Exotic Personality Traits*.

9 Due to wide travel with the pirates, the character learns 1d6+1 additional foreign/alien languages at Rank 1 ability, just enough to buy a stiff drink or a good weapon anywhere in the galaxy.

10 The character becomes one of the pirate captain's officers, and learns the location of many rival pirates' strongholds.

From Here — Return to the Table that sent you here . . .

# 530: Military Experience

Use only if directed here by another table

**Instructions:** Follow the steps below.

**Select the service:** Go to *Table 532: Military Duites* to select the character's branch of military service.

**Select the rank:** Then go to *Table 533: Military Rank* and select the character's rank in the military.

**Select the skills:** If in a combat unit, go to *Table 534: Military Skills* and select the skills which the character learns while enlisted. The next step is to find out who runs the army.

**Select the leader: Roll a d10.** If the result is 1 to 8, the character has entered the service of the ruler of the planet or land. On a result of 9-10, the army serves another patron. Select the patron on *Table 539: In the Service of ....*

**Duration of Enlistment:** A standard military enlistment is four years. This time period begins at the age when the character enters the Military. Events may result in an early mustering out, or reenlistment. Military service may increase the "adult" years prior to a character's adventuring career.

**Select the events:** Roll a d3 to determine the number of events that occur during the military hitch. For each event, roll a d20 and match the result against the table below. These events occur in addition to any significant events that would normally occur during the current period of the character's life.

**Noncombat Notes:** All Noncombatant troops add 5 to the d20 roll. Determine the age at which an event occurs by rolling a d4. The result corresponds to a year within the hitch period. A roll of 1 indicates it happens during the first, year, a roll of 2 during the second year and so on.

**Getting Out:** When the character leaves the military, he often gets additional benefits. See Mustering Out benefits under *Table 533: Military Rank.*

**Back Again?:** If another Significant Event directs the character into the military again, the character retains his former rank (regardless of whether or not he rejoins the same unit). Rationale: Leadership skills are obvious to other leaders.

**d20 530: Military Events (roll a d20)**

**1-6 Conflict!** Character is involved in a major battle. To find the battle's outcome, go to *Table 531: Battle Ready!*

**7-8** Character reenlists in his branch of service for another four year hitch, and another 1d4 Military Events. Roll a d6. On a result of 6, he is promoted one rank.

**9** Character's prowess and obvious smarts earn him a reassignment to a Special Duties unit for the rest of his enlistment hitch. Select the new unit on *Table 532B: Special Duties.*

**10** Character is transferred to a Noncombat unit for the remainder of his enlistment hitch. Select the new unit on *Table 532B: Special Duties. Reroll until a noncombat unit is obtained.*

**11** Character is trained to become an officer of mimimum rank (or promoted one rank if already an officer). Add 1d3 skill Ranks to his existing Military Skills.

**12** Character's unit is involved in numerous skirmishes. Roll a d10. On a result of 8-10, resolve the battle on *Table 531: Battle Ready!*

**13** Character's unit is ambushed by a superior force. Resolve the battle on *Table 531: Battle Ready!,* but subtract 1d4 from the first d20 roll (character's side).

**14** Character's unit is involved in a plot to overthrow the government and take control. A battle is fought. Resolve the battle on *Table 531: Battle Ready!* If the character's side wins, the commanding general of the unit becomes the new ruler. If the character's side loses, all the troops in the unit are declared to be traitorous terrorists and are made outlaws.

**15** The character is promoted one rank.

**16** Disease ravages the army. Roll a d6. On a result of 6, the character becomes sensitive to the cold and damp, as if he had an allergy to it (see *Table 644D: Allergies*).

**d20 530: Military Events ( Continued ... )**

**17** Character reenlists in a different branch of service for another four year hitch, and another 1d4 Military Events. Select the branch of service on *Table 532: Military Duties.*

**18** Character learns a new weapon skill (player's choice).

**19** The character's hitch is extended by 1d4 years because a major war breaks out. The fighting is intense. Roll two additional events for each year of extension. Subtract 5 from those event rolls due to the increase in battles.

**20-21** A fierce war breaks out. The situation is grim. All Noncombat troops are put in the field as light infantry. Determine the enemy by rolling a d10 on the subtable below. The character's unit is in the thickest fighting for months and sees more action than most. 1d4+1 battles occur. Using *Table 531: Battle Ready!* to determine the outcome of each battle and the effects on the character.

| | |
|---|---|
| **1-3** | Forces from a neighboring planet/land. |
| **4** | Alien army forces. |
| **5-6** | A multi-faction civil war. |
| **7** | Rebellion against the government. |
| **8** | A war of succession to determine a new ruler. |
| **9** | A holy war against enemies of the main religion. |
| **10** | A massive invasion of unknown alien enemies |

**22-23** Character increases one occupation skill by one Rank of ability (player's choice).

**24** Character's unit is assigned to a combat unit in the field. Roll the event again, but do not add +5 Noncombat bonus.

**25** If the character is not a commissioned officer, he attends Officer Candidate School. If he is a commisioned officer, he is promoted one rank. Character is then reassigned to a combat unit within his general branch of service (Army, Navy, Mercenaries). Select new unit on *Table 532: Branch of Service,* using the subtable that applies to the character's current branch of service.

**From Here — Return to the Table that sent you here . . .**

# 531:
# Battle Ready!

Use only if directed here by another table

Battle Ready! resolves any military clashes resulting from a character's military career (see *Table 530: Military Experience*).

**Instructions:** To resolve a battle follow the steps below:

1. **Battle Rolls.** Roll a d20 twice and write down each die result. The first roll represents the character's forces. The second roll represents his enemy.
2. **Victory Bonuses.** If the character's military rank is a captain or higher add 1 point to the character's die roll for each previous combat victory (that is, combats won using this table). Maximum number point adds is limited to 3 points.
3. **Win or Lose?** The higher die total wins the battle. If the results are equal, both sides are forced from the field without a decisive victor. Record the outcome on your worksheet.



4. **Battle Events.** Subtract the lower die result from the higher and match the resulting number against the table below for additional battle results.

### 531: Battle Events (use battle outcome result)

**0-1** The carnage was awesome. 1d100% of the character's side was killed. The character almost died when he recieved a grave injury. Roll a d6. On a result of 6, the character's military career ends. Determine the injury on *Table 860: Serious Wounds.* If the character 's military rank number is 10 or higher, he is fitted with a bionic part to replace the damaged member. Refer to *Table 861: Bionics* for details.

**2** Serious casulties. Character was injured and has an impressive scar to show for it.

**3** The horror of it all causes the character to develop an exotic personality trait. Select it on *Table 644: Exotic Personality Traits.*

**4** Character's best friend dies at his side.

**5** Character is the only survivor of his unit.

**6-7** Roll a d20 1d3+1 times on this subtable. Reroll conflicting and duplicate results.

**8-9** Character sees action, but nothing noteworthy.

**10** Character fought well and with notable heroism. Many comrades owe their lives to his heroics. The character is promoted one rank for his valor (or made a commisioned officer if not an oficer). Roll a d6. On a result of 4-6, the character may improve one weapon skill by one Rank of ability.

**11** Character is captured and imprisoned. Military service ends with this event (do not roll any more military events). Determine events of imprisonment on *Table 536: Imprisoned!*

**12** Regardless of the battle's outcome, the character is decorated for his heroism. If the character is an officer in the service of a Noble, the character is made a knight. See *Table 749: Nobles* for benefits of being a knight (entry #91).

### 531: Battle Events (continued ... )

**13** Character was a coward in battle. Roll a d6. On a result of 1-4, no one else noticed, but he must live with his actions. On a result of 5-6 the character is demoted 1d3 ranks for cowardice.

**14** Character fought well. Many foe died at his hands. Roll a d6. On a result of 5-6, the character may improve one weapon skill by one Rank of ability.

**15** Regardless of the outcome of this battle, the character performed a successful heroic mission that did real damage tot he enemy's ability to wage war. Because of this, the conflict ends in 1d6 months and innumerable lives are saved.

**16** Character is personally responsible for the deaths of (1d10 multiplied by his military rank #) of his comrades or followers.

**17** An act of the character reverses the battle's outcome (a losing battle is won, a winning battle lost). Roll a d6. On a result of 6, he is recognized for it (A loser is demoted 1d3 ranks, a winner is promoted one rank).

**18** Character's immediate superior officer is slain and he assumes command (effectively a field promotion, by one rank. If this is rolled again, he advances yet another rank).

**19** Regardless of his performance in battle, the character is accused of dereliction of duty and is court-martialed and demoted one rank.

**20** Character slays the leader of the enemy.

**21** The victor's side suffers light casulties. Roll 2d10 on this subtable for one additional event (reroll results that indicate casulties that conflict with this table entry).

**22+** The loser's side is utterly destroyed. Character is promoted one Rank for valor.

**From Here — Return to the Table that sent you here . . .**

# 532:

# Military Duties

Use only if directed here by another table

These are the general tasks which men and women in the military service may perform.

**Instructions:** Roll a d4 and match the result against the *Table 532A: Branch of Service* to select the character's duties.

| d4 | 532A: Branch of Service (Roll a d4) |
|---|---|
| 1 | **Army.** These are troops who slug it out on the ground. Roll a d10 on the subtable below to select the type of service. |
| | 1 **Light Infantry.** Unarmored foot soldiers. |
| | 2 **Heavy Infantry.** Armored foot soldiers. |
| | 3 **Battle Armor.** Infantry in powered armor. |
| | 4 **Battlebot.** Armored, robot-like battle machines. |
| | 5 **Gunnery.** |
| | 6 **Light Cavalry.** Hovercraft and assault vehicles. |
| | 7 **Armored Cavalry.** Tanks. |
| | 8 **Air Cavalry.** Aerospace strike force. |
| | 9 **Field Technician.** On-site repairman. |
| | 10 **Special duty.** Select duties on *Table 532B: Special Duties.* |
| 2 | **Aquatic Navy.** These are the ships who prowl the seas. Roll a d6 on the subtable below to select the type of service. |
| | 1 **Marines.** Shipboard soldiers. |
| | 2 **Gunnery.** |
| | 3 **Fighter Pilot.** Flies fixed-wing aircraft. |
| | 4 **Field Technician.** On-site repairman. |
| | 5-6 **Special duty.** Select duties on *Table 532B: Special Duties.* |
| 3 | **Space Navy.** These are the pride of the heavens. Roll a d6 on the subtable below to select the type of service. |
| | 1 **Marines.** Shipboard soldiers. |
| | 2 **Gunnery.** |
| | 3 **Space Fighter Pilot.** Flies small attack space craft. |
| | 4 **Field Technician.** On-site repairman. |
| | 5-6 **Special duty.** Select duties on *Table 532B: Special Duties.* |
| 4 | **Mercenaries.** Warriors for hire, usually the followers of a charismatic leader. Roll a d10 on the subtable below to select the type of service. |
| | 1 **Light Infantry.** Unarmored foot soldiers. |
| | 2 **Heavy Infantry.** Armored foot soldiers. |
| | 3 **Battle Armor.** Infantry in powered armor. |
| | 4 **Battlebot.** Armored, robot-like battle machines. |
| | 5 **Gunnery.** |
| | 6 **Light Cavalry.** Hovercraft. |
| | 7 **Armored Cavalry.** Tanks. |
| | 8 **Air Cavalry.** Aerospace strike force. |
| | 9 **Field Technician.** On-site repairman. |
| | 10 **Special duty.** Select duties on *Table 532B: Special Duties.* |

## 532B: Special Duties

Use only if directed here by another Table

**Instructions:** Roll a d20 and match the result against the table below to select the branch of Special Duty service that the character enters. Select military skills on *Table 534: Military Skills* only if directed to do so by a numbered footnote.

| d20 | 532B: Special Duties (roll a d20) |
|---|---|
| 1-2 | **A Noncombat occupation.** Select an occupation on *Table 413: Occupations.* Reroll any absurdities.① |
| 3 | **Medical corps.** Character is trained as a field paramedic. Begin with Rank 2 first aid skill. Gain 1 Rank of skill for each additional 2 years in this service. ① |
| 4 | **Recruiter.** Character's unit recruits new personnel for the military. ① |
| 5 | **Quartermaster corps.** Provide supplies. ① |
| 6 | **Instructor** (only if character has prior military experience, otherwise, reroll on this table). ① |
| 7 | **Engineer.** Design & build camps, bridges, etc. ① |
| 8 | **Technician.** Operate, maintain & repair equipment. ① |
| 9 | **Office worker.** ① |
| 10 | **Military police.** ② |
| 11-14 | **Rangers.** Wilderness masters. Deadly warriors who can operate behind enemy lines. ③ ⑤ |
| 15-16 | **Recon.** Like the Rangers, they are adept in the Wilderness, but their focus is information gathering and not as much on combat. ④ ⑤ |
| 17 | **Sniper.** Specialist in infiltration and hitting long range targets. ② ⑦ |
| 18 | **Suicide squads.** Although they do not necessarily have to die to complete their missions, they get the rough missions, ones in which the chance of dying is high. ③ |
| 19 | **Espionage.** Infiltrate the enemy, and return with key information. ⑥ |
| 20 | **Intelligence.** Interpret information about the enemy.① |

**Footnotes**

① No military skills gained in this service (beyond basics), unless transferred to a combat unit.

② Character gains military skills on *Table 534: Military Skills* as if assigned to a light infantry unit.

③ Gains skills as heavy infantry, but add 1d4 additional combat skills, selected on *Table 534: Military Skills.*

④ Gains skills as light infantry, but add 1d2 additional combat skills. Select skills on *Table 534: Military Skills.*

⑤ Gains +d6 Special Survival Skills. Select skills on *Table 534D: Special Survival Skills.*

⑥ Treat as light infantry, but gain one additional combat skill, Disguise at 1d4+1 Ranks of skill. Gain 1d4 Ranks of thieving skills. Select military skills on *Table 534: Military Skills.*

⑦ Gains +3 Ranks of Camoflage & Concealment skill and +3 Ranks of Ranged Weapon skill.

From Here — Return to the Table that sent you here . . .

# 533:

# Military Rank

Use only if directed here by another table

In the military, rank is everything. Those who lead are supposed to be superior to those who follow (in theory). In most cases, special education is required to become an officer. Yet this is not always the case.

**Instructions:** If a character's previous background events or education have included military academy training, the character automatically enters the service as an officer of mimimum rank. Without a military academy background, all other player characters enter as mimimum rank enlisted men.

**Player Character Military Rank:** A beginning non-officer PC character always begins at the minimum rank for his branch of the service, as shown in *Table 533A: Enlisted Rank*. Unless he gets officer training through an event, he cannot rise above the maximum rank listed on that table. A beginning officer PC character always begins at the minimum officer rank for his branch of service, as shown on *Table 533B: Commissioned Rank*. Such a character may rise through promotion or appointment to the top of that table.

**NPC Military Rank:** Roll a d10 and add the character's *SolMod*. Match the result against *Tables 533A & 533B*. This gives the NPC's Rank.

**Rank #:** This value is used to determine mustering out benefits (see below), and the number of men the character's actions can directly effect during some Military Events (*Table 530: Military Events*).

**Mustering out benefits:** "Mustering out" means leaving the military. Upon finally leaving the military, the character receives a bonus of cash. This amounts to a number of credits equal to 100 times the character's rank #, plus 1x rank # for each year of service. Thus a character who leaves the army as a Captain after two hitches (8 years) is paid 25x 100 + 25x 8 credits (or an additional 2,700 credits on top of his starting money).

**Officer Benefits:** Military officers gain the following:

**1). Training:** Each time a character advances in military rank, he may either chose a military skill to improve by one skill Rank or choose a new skill from *Table 534: Military Skills*. New skills must be appropriate to the character's service branch.

**2). Comrades:** If an officer's unit survived his hitch in the military, he has a percentage chance equal to his rank # of finding 1d3 veterans of his unit in a major city (GM's discretion). A d100 result of 95 or greater means no one is to be found. If the character's rank # is greater than 100, his chance to find former comrades is 100%, but a percentile dice roll must still be made. Furthermore, divide the over-100 rank # by 100. The result is the number of d6 to be rolled to find the number of former troops now available.

Former comrades will remember the character and, depending on the character's successes in battle, may be loyal to him, willing to become faithful henchmen, or may hate him for his actions and failures. Former comrades in arms are not necessarily the character's friends.

**Roleplay:** True leadership skills are not found in everyone. Even though a character's family is able to initially purchase an officer's commission for him, this does not make him a leader. Is the character loved by his former comrades-in-arms or hated for failures on the battlefield, ashamed to show his face where ex-soldiers gather? If the character became a ruler, would he leave to go adventuring? Why would he do it?

**533A: Enlisted Rank (NPCS: Roll a d10+*SolMod*)**

| d10 | Rank # | Army/Land | Navy/Aerospace |
|---|---|---|---|
| 1-5 | 1 | Private | Seaman/Spaceman |
| 6-7 | 2 | Corporal | 3rd Class Petty Officer |
| 8 | 5 | Sergeant | 2nd Class Petty Officer |
| 9 | 10 | Staff Sergeant | 1st Class Petty Officer |
| 10 | 20 | Platoon Sergeant | Chief |
| 11 | 50 | First Sergeant ① | Senior Chief ① |
| 12 | 100 | Sergeant-Major ② | Master Chief ② |

**533B: Commisioned Rank**

| d10 | Rank # | Army/Land | Navy/Aerospace |
|---|---|---|---|
| 13-14 | 5 | 2nd Lieutenant | Ensign |
| 15-16 | 10 | 1st Lieutenant | Lieutenant junior grade |
| 17 | 25 | Captain | Lieutenant (Lt.) |
| 18 | 50 | Major | Lt. Commander |
| 19 | 200 | Lt. Colonel | Commander |
| 20 | 500 | Colonel③ | Captain③ |
| 21 | 1,000 | General ④ | Admiral ④ |
| 22 | 5,000 | Field Marshal ④⑤ | Admiral of the Fleet④ ⑤ |
| 23 | 10,000 | Commander in Chief ④⑥ | |
| 24 | 50,000 | Planetary ruler (King, Dictator, etc.)④⑦ | |
| 25 | 100,000 | Interplanetary ruler (Emperor) ④⑧ | |

**Footnotes**

① Add +1 to *SolMod* for all future uses (Max of 15).
② Add +2 to *SolMod* for all future uses (Max of 15).
③ Add +3 to *SolMod* for all future uses (Max of 15).
④ Add +5 to *SolMod* for all future uses (Max of 15).
⑤ A commoner who attains this rank is made a petty Noble, lowest rank in the realm's order of peerage.
⑥ Commander of all military forces in the land.
⑦ The character is assumed to have usurped the leadership, taking it by force—or to have used the army to carve out a new domain on an unclaimed planet. Such a domain is held so long as the character has military backing. A character who "retires" from being a ruler usually does so because he is bored with "kinging it" and seeks a life of adventure again. The Mustering out benefits are looted from the national treasury.
⑧ This is a planetary ruler who conquers several neighboring countries or planets, see footnote 7 above.

From Here — Return to the Table that sent you here . . .

# 534:

# Military Skills

Use only if directed here by another table

**Instructions:** Skills depend on the branch of military.

**Basic Skills:** First, give the character the following skills, regardless of branch or duties (choose specific weapons):

Rank 2 in a ranged combat weapon (rifle, laser gun, etc.)
Rank 1 in martial arts (hand to hand combat)
+1 Rank to Wilderness Survival skill

**Service Skills:** Use *Table 534A: Service Skills* to find what skills the character has. Cross reference the character's duties with the Table columns. The number in each column (if any) represents the number of rolls the character may make on that experience table. Use all duties or branches of service (Army, Navy, etc.) that apply to the character (such as being an Army Light Infantry or a Space Navy Marine). The first roll of a skill is always learned at Rank 3 ability. Duplicate rolls add 1 Rank to the skill.

**Table 534A: Service Skills**

| Service & Duty | B | C | D | E | F | G |
|---|---|---|---|---|---|---|
| Air Cavalry | 1 | | | | 3 | |
| Aquatic Navy | 1 | | | 3 | | |
| Arm'd Cavalry | 1 | | 1 | | | 2 |
| Army | 1 | | 1 | | | |
| Battle Armor | 2 | | 1 | | | |
| Battlebot | 2 | | | | | 2 |
| Field Tech. | 1 | | 2 | | | 1 |
| Fighter Pilot. | 1 | | 2 | | 2 | |
| Gunnery | 2 | 1[1] | | 1[2] | | 1[3] |
| Hvy. Infantry | 2 | | 1 | | | |
| Light Cavalry | 1 | | 1 | | | 2 |
| Lt. Infantry | 1 | | 2 | | | |
| Marines | 2 | | 2 | | | |
| Mercenaries | 2 | | 2 | | | |
| Space Navy | 1 | 2 | | | | |

[1] Allowed only if character is in the Space Navy
[2] Allowed only if character is in the Aquatic Navy
[3] Allowed only if character is in the Army or Mercenaries

### d10B: Combat skills

1 Improve ranged weapon skill (of choice) by one Rank.
2 First aid. Reduce severity of damage by Rank x 5%.
3 Survival sense. Modify attacks against character by 1 point (in the character's favor).
4 Martial Arts. This is expert hand-to-hand combat.
5 Military strategy (change die results on *Table 531: Battle Ready!* by 1 point in character's favor — up to 3 points).
6 Learn additional weapon skill of choice.
7 See weaknesses. Can see foe's weaknesses and thus gain a +1 attack bonus for each ranking with this skill.
8 Endurance exercises. For each 2 Ranks with this skill, the character can improve his Constitution attribute by 1 point.
9 Field repair of weapons and armor.
10 Improve an existing military skill by 1d3 Ranks.

### d8 C: Space skills

1 Pilot a space craft.
2 Repair a space craft.
3 Operate & maintain a space suit.
4 Astrogation. Interstellar navigation.
5 Gunnery. Use & maintain the on-board weapons systems.
6 Computers. Operate, program and maintain them.
7 Null-G. Function normally in little or no gravity.
8 Improve an existing military skill by 1d3 Ranks.

### d10 D: Special Survival skills

1 Tracking (following tracks).
2 Find food (plant & animal).
3 Camouflage & Concealment. This is an ability to move across a battlefield unseen and hide things in plain sight.
4 Trailing (following someone unseen).
5 Pathfinding. Finding one's way in the wilderness.
6 Find water (know if its drinkable).
7 Make traps & deadfalls with natural items.
8 Making own shelter (against cold & damp).
9 Specialize in survival in a specific environment. Choose hostile, forest, jungle, desert, mountain, or winter.
10 Improve an existing military skill by 1d3 Ranks.

### d10 E: Aquatic Naval skills

1 Swimming.
2 Handle small boats.
3 Sail large craft.
4 Gunnery. Use & maintain the on-board weapons systems.
5 Computers. Operate, program and maintain them.
6 Ship maintenance & repair.
7 Climbing
8 Navigation.
9 Communications.
10 Improve an existing military skill by 1d3 Ranks.

### d10 F: Aerospace skills

1 Pilot single engine fixed-wing aircraft.
2 Pilot multi-engine fixed-wing aircraft.
3 Pilot rotor-wing aircraft (helicopter).
4 Gunnery. Use & maintain the on-board weapons systems.
5 Communications.
6 Aircraft maintenance and repair.
7 Computers. Operate, program and maintain them.
8 Fighter craft combat techniques.
9 Communications and sensors.
10 Improve an existing military skill by 1d3 Ranks.

### d6 G: Vehicle skills

1 Drive unit's main vehicle.
2 Trick driving. Special stunts & survival tactics.
3 Field repair damaged vehicle.
4 Gunnery. Use & maintain the on-board weapons systems.
5 Drive other vehicle (one not used by unit).
6 Improve an existing military skill by 1d3 Ranks.

**From Here — Return to the Table that sent you here . . .**

# 535: Enslaved!

Use only if directed here by another table

It is an unfortunate fact that sentient beings have an acquired tendency to treat other sentient beings (particularly those who fit the "not like us" category) as if they were property, to be bought, sold, and bred like livestock. No culture has a monopoly on slavery. Primitives and High-Tech beings alike own slaves. So long as those with power can force their will upon those without, there will be slavery.

**Instructions:** For clarity, the instructions are subdivided by topic. Read all instructions before continuing.

**Owner:** Use the standard NPC creation guidelines found on page 9 to select details about the owner. Exception: to select the owner's Social Status—add 83 to the result of a d20 and compare the total against *Table 103: Social Status.* Give the owner an occupation (see *Table 107: Parents & NPCs* for help here).

**Duration:** Roll a d6 to determine how long (in years) the character is enslaved. Enslavement begins at the age determined for it (see "Age" under *Table 208: Significant Events of Childhood & Adolescence* or Instructions under *Table 210: Significant Events of Adulthood*). Enslavement that begins in childhood may overlap into adolescence. Enslavement that begins in adolescence may extend into adulthood). Enslavement beginning in adulthood may further increase the "adult" years prior to a character's adventuring career.

**Events:** Roll a d3 to determine the number of events that occur during the period of enslavement. For each event, roll a d10 and match the result against the table below. Follow directions if use of other tables is indicated. For each event you may select the age at which it occurs (within the period of enslavement), rather than roll dice to determine the age.

**Occupation:** Slaves work. That means they perform an occupation. If a slave does not already have an occupation that would be useful to his owner (GM's discretion), he is taught a new occupation (at Rank 3 ability) that is appropriate to the Culture and needs of the owner.

**Escape or Freedom:** An event that indicates the character escapes or is freed by his owner occurs only at the end of the period of enslavement. If a character does not roll an event that ends the enslavement period, then the character is freed at the end of the enslavement duration without incident.

**Slavery & Social Status:** Enslavement causes the character's social status to drop to Destitute while a slave and drop 1d4 levels below original status upon regaining freedom.

**Roleplay:** Imagine what it would be like to be someone's property, to have no control over your life, to realize that you exist only at the whim of your owner. What would it be like to know that your children aren't yours, that they could be sold like livestock at the next slave auction. Is the character a "good" slave, or a strong-willed trouble-maker familiar with the painful end of a whip? What is the character's attitude towards slavery upon being freed?

## d10 535: Enslaved! Events (roll a d10)

**1** The character escaped with 1d6 other slaves. Roll a d6 on the subtable below to select the consequences.

| | |
|---|---|
| 1 | A reward of 1d10x1,000 credits is offered. |
| 2 | A relative of the owner helped the slaves to escape. Select the relative on *Table 104D: Other Relations.* |
| 3 | The character was forced to kill the owner during the escape. If caught, his life will be forfeit. |
| 4 | The character stole an item of value during the escape. The owner (or his heirs) desperately want the item back. Select the item on *Table 854: Gifts & Legacies.* |
| 5 | The owner (if of the opposite sex from the character, otherwise the owner's spouse) is secretly in love with him and without the character's knowledge, helps the character escape . |
| 6 | Roll 1d2+1 times on this subtable. Reroll duplicates. |

**2** The character is freed! Roll a d4 on the subtable below to determine the cause:

| | |
|---|---|
| 1 | The character's owner decides to free the character. |
| 2 | Slavery is abolished. All slaves are freed and given 10 x 1d100 credits as a partial reparation by their owners. |
| 3 | The character is able to buy his freedom. Because he needs money to live, he remains as an employee of the owner for another 1d4 years. |
| 4 | An Exotic Event occurs. Select the event on *Table 540: Exotic Events.* The event causes the character to be freed! Decide why the character becomes free. |

**3** The character is the owner's favorite. He becomes the senior slave in the household. Several slaves hate the character for this and one becomes a Rival. Determine details on *Table 753: Rivals.*

**4-5** The character improves his primary occupational skill by 1d3+1 Ranks.

**6** Add 1d4 additional years to the period of enslavement and roll for one additional Enslaved Event.

**7** Character learns an additional occupation at Rank 3 skill. Select occupation appropriate to the owner's Culture.

**8** The character is a sexual plaything of the owner (regardless of sex), and has no other duties. Character gains Rank 4 skill at the skill of sexual seduction, but drops one Rank in all other occupational skills.

**9** Character participates in a slave revolt. Roll a d6 on a result of 6, the character leads the revolt. Roll a d6 again. If the result is 4 to 6, the revolt succeeds. Otherwise it fails. Roll a d6 a third time. If the result is 6, the owner is killed. If the revolt succeeds, the character escapes (determine details by using Event #1). If the character was the leader of a successful revolt, he now leads 1d6 low-ability NPC followers (see *Table 752C: Companions—What Kind of Guy?*). If the revolt fails, he is tortured and receives a grave injury from *Table 860: Serious Wounds.*

**10** If older than 13, the character is used as breeding stock. Males will father 1d10 children each year of captivity. Females will give birth to one child each year of captivity. At player's discretion, determine the fate of these children.

From here — Return to the Table that sent you here . . .

# 536:
# Imprisoned!

Use only if directed here by another table

Barbaric societies have a simple way to punish criminals — they kill them and have it done with. Prison is an enlightened society's way of dealing justice to transgressors of the law.

Prisons in future societies could follow a number of theories in the way they deal with the punishment and or rehabilitation of offenders. They may be the traditional dungeon with dank, dark cells, or walled compounds with no individual rooms or privacy, or luxurious camps where influential non-violent prisoners learn the errors of their ways.

While it is true that most folk found in prison deserve their fate, it can also be said that some are there who should not be. They had the misfortune to either be at the wrong place at the wrong time, look like somebody else, or be on the losing side of an argument with someone who wielded political power corruptly.

**Instructions:** If the table that sent the character here did not specify the crime, go to *Table 864: Crimes* and select the crime and punishment (number of years to be imprisoned), then return here.

**Prison Type:** Roll a d10 and add the character's *SolMod* to the result. Compare the total against *Table 536A: Prison Type* to determine where the character is punished or rehabilitated.

**Duration:** The type of crime determines the number of years imprisoned. Imprisonment begins at the age determined for it (see "Age" under *Table 208: Significant Events of Childhood & Adolescence* or Instructions under *Table 210: Significant Events of Adulthood.* Imprisonment that begins in childhood may overlap into adolescence. Adolescence Imprisonment may extend into adulthood. Imprisonment beginning in adulthood may further increase the "adult" years prior to a character's adventuring career.

**Events:** Roll a d3 to determine the number of events that occur during the period of imprisonment. For each event, roll a d10 and match the result against *Table 536B: Prison Events* below. Follow directions if use of other tables is indicated. For each event (except escape or early pardon—see events below), you may select the age at which it occurs (within the period of imprisonment), rather than roll dice to determine the age.

**Roleplay:** Generally speaking, those imprisoned for committing crimes deserve their punishment, but are not necessarily deserving of other events that take place while imprisoned. If the character is imprisoned (justly or unjustly), imagine his attitudes toward fellow prisoners, the guards and those who run the prison.

| 1d10 | Table 536A: Prison Type (roll 1d10+*SolMod*) |
|---|---|
| 1 | Horrible pit-like dungeon cells |
| 2-4 | High security cells |
| 5-9 | Medium security work camp |
| 10 | Reroll, but do not add *SolMod.* |
| 11-15 | Low security farm |
| 16 | Reroll, but do not add *SolMod.* |
| 17+ | Low security luxury camp |

| d10 | 536B: Prison Events (Roll 1d10) |
|---|---|
| 1 | The character escaped. Roll a d100 to determine the percentage of the prison term served. Example: a character escapes after serving 60 percent of an 11 year sentence, thus serving only 6 1/2 years. Roll a d8 on the the subtable below to select the consequences.<br>1-2 A reward of 1d20x 1,000 credits is offered.<br>3-4 1d6 other prisoners accompanied the character.<br>5 A guard aided the prisoners in their escape.<br>6 The character was forced to kill a particularly corrupt guard during the escape. If caught, the character's life will be forfeit (work this out during game play).<br>7 A prisoner who escaped with the character is a powerful criminal (Find type of criminal on *Table 864: Crimes*). He goes relatively straight after escaping, and becomes the character's patron. Select details on *Table 539: In the Service of ...* beginning with *539B.*<br>8 Roll 1d3+1 on this subtable. Duplicate results indicate a doubling of the earlier roll (a reward would be doubled, two guards aided the escape, more than one guard was slain, etc.) |
| 2 | A general amnesty is declared. The character is freed after serving only 1d10x10% of his sentence (do not make any more event rolls on this table). |
| 3 | A disease ravages the prison. The character survives and gains fame as a tender of the sick. Surviving prisoners and guards treat the character as a hero. |
| 4 | Character is beaten frequently by cruel guards. |
| 5 | The character serves out his sentence in a special type of punishment. Roll a d4 on the subtable below to select this punishment.<br>1 Character learns a trade. Select an occupation on *Table 413: Occupations.*<br>2 Character works in the spice mines. Subtract 1 point from Constitution attribute.<br>3 Character is placed in a work gang. Add 1 point to Strength attribute.<br>4 Character is sold in to slavery for duration of sentence. Determine details on *Table 535: Enslaved!* |
| 6-7 | Character learns thieving skills at 1d3+1 skill Ranks. |
| 8 | Character escapes, but is caught. Add 5 years to sentence duration. |
| 9 | Character participates in a prison uprising. Roll a d6. On a result of 6, the character leads the uprising. Roll a d6 again. If the result is 4 to 6, the uprising succeeds. Otherwise it fails. Roll a d6 a third time. If the result is 6, 1d10 guards are killed. If the uprising succeeds, the character escapes (determine details on the subtable below Event #1). If the character is the leader of a successful uprising, he or she continues to lead 1d6 low-ability NPC followers (see *Table 752C: Companions—What Kind of Guy?*). If the revolt fails, the character is tortured and receives a grave, permanent injury. Select the injury on *Table 860: Serious Wounds.* |
| 10 | Character is tortured and recieves a grave injury. Select the injury on *Table 860: Serious Wounds.* |

**From Here — Return to the Table that sent you here . . .**

# 537: Religion

Use only if directed here by another table

Mankind's need for God and salvation will not end because we have touched the stars. Even with faster-than-light travel, Heaven will remain unreachable for the unsaved. Meanwhile, those who believe will continue the great commission to witness God to mankind (and other sentient life) wherever they may be found (John 3:16-17, Mark 16:15)

On the other hand, the lies of false teachers, evil cultic influences, and the failings of human religions will also continue. Without a doubt, there will be social problems and corruption in future churches, just as there were and are in historical religions.

Being sent here does not necessarily mean that the character "gets religion" or becomes a priest or even a member of a cult, church or temple. It indicates a brush with the supernatural, an encounter with the followers of gods, or in the extreme, a personal awareness of a higher power's influence in one's life. All events are assumed to revolve around a single deity, religion or cult.

**Instructions:** First, roll a d10 on *Table 537A: Religions* to select the type of religion encounterd. Next, roll a d10 and match the result against *Table 537B: How It Begins* to find how it all begins. Then roll a d3 to select the number of events that occur. For each event, roll a d20 and match the result against *Table 537C: Religious Events*. Events occur in no set order.

**Roleplay:** The supernatural exists, both as good and evil forces, and devotion to a deity is one the strongest personality traits known. Even in the imaginings of humanistic futures, the influence of God, demons or other powerful supernatural beings can easily dominate the life of a character for either good or ill.

### d10 537A: Religions (roll a d10)

**1-2 Universal Monotheism.** This is a vast, tradition-bound religious beauracracy, devoted to a single God.

**3-6 Splinter faith.** This religion believes in the same God as Universal Monotheists, but disagrees with the way that God is worshipped.

**7 Radical personality cults.** Belief in the deity or special calling of a charismatic leader. Cult often ends tragically.

**8 Mysticism.** Belief in the power of self and that mortals can eventually become gods.

**9 Evil Worship.** Devotion to the enemy of God.

**10 Multi-god pantheons.** Like Greek or Norse gods, but can also include spirit and ancestor worship.

### d10 537B: How It Begins (roll a d10)

**1 Hostile encounter.** Followers of the religion are persecuting unbelievers.

**2 Evangelism.** Believers share their beliefs with the character in hopes of gaining a new follower.

**3 Curiosity.** The character hears stories of the religion and goes to personally investigate.

**4 An inner need.** The character feels he must seek out the believers of religion.

**5 Voices.** The character hears voices inside his head, speaking of the religion.

**6 Parent's religion.** The character has grown up with this religion, but is now personally confronted by it.

**7 Friend's religion.** A friend invites the character to come to his god's temple.

**8 Refuge.** It was storming. The church was the only warm and dry place with an open door.

**9 A chance encounter.** In a lonely place, the character meets a intriguing follower of the faith.

**10 Healing.** The clergy of the faith heal the character of an injury or illness.

### d20 537C: Religious Events (roll a d20)

**1** Followers of the religion accuse the character of a crime against God. If the character is a follower of the religon, he is excommunicated.

**2-4** Character makes a pilgrammage to an important but distant shrine of the religion, possibly on another planet.

**5-7** In a vision, God asks the character to perform a sacred, but dangerous mission. GM should create mission.

**8-12** Character joins the religion. Roll a d10 on the subtable below to determine the strength of the character's devotion.

| | |
|---|---|
| 1-4 | Merely a church-goer, no serious devotion. |
| 5-7 | Devoted follower of the prinicples of the faith. |
| 8-9 | Fervent Belief, seeks to spread the faith. |
| 10 | All-consuming, fanatical passion. Entire life is focused on on his faith, with a willingness to die for what he believes. |

**13** Character makes prophetic statements. Roll a d10. On a result of 6-10, he becomes unpopular for what he says.

**14** Character inadvertantly desecrates a holy shrine. Roll a d4 on the subtable below to find the consequences.

| | |
|---|---|
| 1 | God's followers persecute character. |
| 2 | Followers seek reparations. |
| 3 | Followers shun character. |
| 4 | Religious assassins seek character's death. |

**15** The character uncovers the activities of an evil cult. Roll a d4 on the subtable below to find the consequences.

| | |
|---|---|
| 1 | The cult seeks to have the character join them. |
| 2 | The cult seeks to kill the character. |
| 3 | The local cult organization is destroyed. The character becomes a hero, but the cult now wants him dead. |
| 4 | Others shun him because of this, possibly out of fear of the evil cult. |

**16-17** Enemies of the religion persecute the character.

**18-19** The character studies for the priesthood for 1d4 years. This improves literacy skills by two Ranks and gives the character one skill Rank of religious knowledge for each year.

**20** By reading a book in the church, the character learns more than he ever wished to know about evil powers and principalities. Roll a d100. If the result is 80 or higher, the knowledge causes the character to develop an exotic personality trait. Select this feature on *Table 644: Exotic Personality Traits*.

**From Here — Return to the Table that sent you here . . .**

# 538:
# Ah Love!

Use only if directed here by another table

Romance often catches us off guard. While we are making plans for our lives, *love* has other ideas.

**Instructions:** Roll a d20 twice on *Table 538A: The Beloved*, to select details about the character's loved one. Next, roll a d3 to get the number of events that occur because of a romance. For each event, roll a d20 and match the result against *Table 538B: Romantic Events*. Follow any directions given and return here until all rolls on this table are complete. For each event, you may select the age at which it occurs, rather than roll dice to determine the age. Events that produce children should not occur prior to age 13.

A childhood romance lasts 1d10 months. An adolescent romance lasts 1d4 years, but if a 4 is rolled, assume that the relationship continues into adulthood unless terminated by an event (on this or other tables). Romances beginning in adulthood are assumed to continue unless ended by an event. Events on this table that prematurely end romances are preceded by an [E] symbol.

**Age, Social Status & Culture:** Assume that the Age, Social Status and Culture of the beloved are roughly the same as the character's unless a table entry declares otherwise.

**Roleplay:** If you have ever been in love, you will have a good idea how love and romance will affect the character's life. If not, imagine the character being devoted to someone more strongly than he is to his own life. The loss of a beloved (or a love affair that ends badly) can create emotional wounds that may take years to heal—if they heal at all.

| d20 | 538A: The Beloved (roll a d20) |
|---|---|
| 1 | The character's love is unrequited (beloved does not return his affections). He can only love from afar. |
| 2 | The beloved is already married to another. |
| 3 | The beloved has been widowed before. |
| 4 | Beloved has children. Roll a d6 to for the number. |
| 5 | Beloved is a sentient humanoid robot or android. |
| 6 | Beloved's Social Status is different from that of the character. Select the Social Status on *Table 103: Social Status*, rerolling results that indicate a similar status. |
| 7 | Beloved's Culture is different from that of the character. Select the it on *Table 102: Technoculture*, rerolling any results that indicate a Culture similar to the character's. |
| 8 | Beloved was created (clone, genetic construct, or even a robot or an android) specifically for the character. |
| 9 | Beloved's age is significantly different from the character's. Roll a d6 for Hi-Lo. Hi = much older than character. Lo = much younger than character. |
| 10 | The beloved is a member of a different race. Select the race on *Table 748: Aliens*. |
| 11 | Beloved is noted for a personalityh quirk. Select a personality trait on *Table 644: Exotic Personality Traits*. |
| 12 | Beloved is noted for a strong personality trait. Use *Table 312A: Personality Trait Types* to select the trait. Assume that the Trait has a strength of 1d20+80 (see *Table 312C: Optional Rule* for details). |
| 13-14 | The beloved's appearance is exceptional. Roll a d6 on the subtable below:<br>1 Beloved is incredibly good-looking<br>2-3 Beloved is quite attractive<br>4-5 Beloved is rather unnattractive<br>6 Beloved is ugly, even repulsive. |
| 15-18 | Beloved has an appearance quirk. Select the quirk on *Table 863: Appearances*. |
| 19 | Beloved is involved in a romantic triangle, in which another lover pulls at his or her affections. |
| 20 | Roll twice more on this Table. |

| d20 | 538B: Romantic Events (roll a d20) |
|---|---|
| 1-4 | Character marries the beloved (player's option). |
| 5-7 | The character and the beloved are intense rivals until they suddenly realize their rivalry springs from their mutal love. |
| 8 | The families of both the character and the beloved disapprove of their love interest. Roll a d6 on the subtable below to determine their actions.<br>1 [E] Character's family has the beloved killed.<br>2 Character's family forbids seeing the beloved.<br>3 Beloved's family forbids seeing the character.<br>4 The beloved's family forces beloved to enter a convent or monastary of a celibate religion.<br>5 The character's family forces him to enter a convent or monastary of a celibate religion.<br>6 Roll two more times again on this subtable. |
| 9-10 | [E] Beloved is unfaithful. Roll a d6. If the result is 1-2, the character and the beloved reunite and work out their differences. Otherwise, the romance ends painfully. |
| 11 | A tragedy afflicts the beloved. Select the tragic event on *Table 520: Tragedies*. |
| 12 | [E] Beloved is kidnapped (a lead-in for an adventure?). |

| d20 | Romantic Events (continued ...) |
|---|---|
| 13 | When together, the character and his beloved have a psionic power that they do not have when separated. Select the power on *Table 862: Psionics*. |
| 14 | The character and the beloved travel to another world together. Use *Table 522: Otherworld Events* to select what occurs there. |
| 15 | The character rescues his beloved from certain doom. Create an imaginative near-doom scenario. |
| 16 | The beloved inspires the character to greater accomplishments. Improve one skill by one Rank. |
| 17 | The character has 1d4 children by the beloved. Roll for the occurance of an unusual birth for each child on *Table 106: Unusual Births* (do not add in any *BiMods*). |
| 18 | The beloved becomes the character's Companion. Select details on *Table 752: Companions*. |
| 19 | [E] Character and the beloved end their romance and go their separate ways, but remain good friends. Roll a d10. On a result of 10, the beloved becomes the character's Companion. Select details on *Table 752: Companions*. |
| 20 | [E] Character and the beloved bitterly end their romance and go their separate ways, becoming fierce rivals. Select additional details of the rivalry on *Table 753: Rivals*. |

**From Here — Return to the Table that sent you here . . .**

# 539:

# In the Service of ...

Use only if directed here by another table

The Patron is someone who is either wealthy or in a high position, someone who can afford to trade favors for favors, or provide assistance in exchange for allegiance. Patrons are also a wonderful source of employment for adventurers. Historically speaking, patronage is a common practice among the wealthy, a measure of their social status and influence in a society.

**Instructions:** To gain a picture of the character's Patron, questions must be answered. Who is the Patron? Why does the character give him allegiance? What notable events have occurred during their relationship? Start with *Table 539A: Who is the Patron?* and follow directions.

**Duration of Service:** A character is assumed to remain allied to his patron unless that allegiance is terminated by an event on *Table 539C: Events* below.

**Roleplay:** How does the character feel about giving his allegiance to someone? Does the relationship benefit both the character and the patron? What kind of "favors" might the character provide for his patron? What kind of benefits are recieved in return?

**Gameplay Benefits:** A character may borrow money from his patron. The amount is equal to 5,000 credits for each year of allegiance. Due to the patron's influence, the character can participate in events and places from which he would be otherwise barred, such as parties, elite sporting events, private clubs, etc.

## 539A: Who is the Patron?

**Instructions:** Roll a d10 and match the result against the table below to select the character's Patron. Patron is always 1d3 levels of Social Status higher than the character and always at least Well-to-Do (see *Table 103: Social Status*). From Here: Go to *Table 539B: Why a Patron?*

**NOTE:** If gender of the Patron is not predetermined, then roll a d6 for Hi-Lo. Hi = male. Lo = female.

| 1d10 | 539A: Who? (Roll a d10) |
|---|---|
| 1 | A local official. Select on *Table 416: Gov't Jobs.* |
| 2 | A notorious criminal. |
| 3 | A relative from *Table 104D: Other Relations.* |
| 4 | An alien. Select on *Table 748: Aliens.* |
| 5 | A foreigner. Select on *Table 745: Others.* |
| 6 | A Noble. Select on *Table 749: Nobles.* |
| 7 | **GM Only:** see entry #539 on *Table 967: GM's Specials.* |
| 8 | The character's employer. |
| 9 | A retired senior military officer. |
| 10 | Patron is a mysterious alien being with super-scientific or supernatural powers. |

## Table 539B: Why a Patron?

**Instructions:** Roll a d8 and match the result against the table below to select why the Patronage exists. From Here: Go to *Table 539C: What Happened?*

| 1d8 | 543B: Why? (Roll a d8) |
|---|---|
| 1 | A parent was allied to the patron. |
| 2 | The patron admires the character's skills. |
| 3 | The patron has a sexual interest in the character. |
| 4 | The patron needs all the friends he can get. |
| 5 | The patron needs the character's skills. |
| 6 | The character was chosen at random. |
| 7 | The character is part of a complicated wager. |
| 8 | The character is being prepared for a special task (the task is up to the GM). |

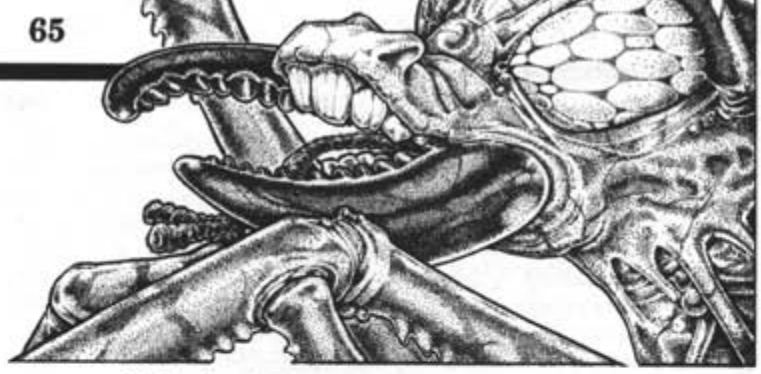
## Table 539C: What Happened?

**Instructions:** Roll d3 to select the number of events that occur. For each event, roll a d20 and match the total against the table below for each event to select what happens during the Patronage. Reroll any duplications.

| d20 | 539C: Events (Roll a d20) |
|---|---|
| 1-2 | Travel widely with patron. Learn the land (or galaxy). |
| 3 | Patron is in love with the character (the character may choose this to be only a one-sided affair). |
| 4-6 | Patron provides for character's formal education (+1d8 Education Points—see *Table 210: Education*). |
| 7 | Patron dies while character is in his service. |
| 8 | Patron has a rival who has threatened the character's life. Select rival on *Table 753: Rivals*. |
| 9-10 | The character leaves the patron's entourage after 1d6 years. Gains gift of years x 1,000 credits. |
| 11 | Patron is noted for an Exotic Personality Trait. Select the trait on *Table 644: Exotic Personality Traits.* |
| 12 | Patron introduces character to his ward (who is the opposite sex of the character). Character instantly falls in love. Select love events on *Table 538: Ah Love!* |
| 13 | Patron trains character to 1d4 Ranks in blaster (energy -powered gun) use. |
| 14 | Patron requires the character to perform criminal acts. Select the crime on *Table 864: Crimes.* |
| 15 | Patron is outlawed. All those under his patronage are watched closely by secret police. |
| 16 | Patron is noted for his appearance. Select noteworthy features on *Table 863: Appearances.* |
| 17-18 | Learn an occupation to 1d3 Ranks. Select occupation on *Table 413: Occupations.* |
| 19 | Patron sets character up in business. Patron owns the business, but the character runs it. Select the business on *Table 413: Occupations.* |
| 20 | Patron introduces character to several very influential people, the kind of people who often hire mercenaries and adventurers. |

**From Here — Return to the Table that sent you here . . .**

# 540:
# Exotic Events



Use only if directed here by another table

Beyond the merely unusual, these events are the strangest of the strange things that can happen to a character, almost guaranteed to be life-changing events.

**Instructions:** Roll a d20 to select the unusual event. Record the event on the character's worksheet.

**Roleplay:** These events may cause a character to question the nature of the universe, asking things like, "Why do strange things like these happen? How can I correct the problem?," and "Will my friends ever believe that this happened?" These events can easily be cause to seek adventure, if only to explain why they happened or to change their outcome.

## d20 540: Exotic Events (roll a d20)

**1** The character makes first contact with an alien race. This encounter greatly affects all future relations with the beings. Select the type of alien on *Table 748: Aliens*. Then roll a d6 and match the result on the subtable below to discover the outcome of the meeting.

1. Character was kidnapped. His people are suspicious.
2. Character kills an alien. The aliens are furious. Roll a d6. If the result is 1-4, the aliens demand that the character be punished. If the result is 5 or 6, the aliens are overtly hostile and a war ensues.
3. The aliens kill one of the character's companions. His people respond with a punitive strike. Roll a d6. If the result is 1-4, the aliens respond in kind. If it is 5 or 6, the aliens now are overtly hostile and a war ensues.
4. The race was befriended due to the character's actions and have become staunch allies.
5. The alien was the lone survivor of his race and passed on a gift to the character. Roll a d6. If the result is 1-2, select the gift on *Table 854: Gifts & Legacies*. If it is 3-4, select it on *Table 855: Techno Wonders*. If it is 5-6, select it on *Table 859: Talents, Mutations & Modifications*.
6. The aliens found the dying character amidst the ruins of a spacecraft (or other vehicle) and "repaired" him. He now has 1d6 bionic parts that function as normal limbs or organs. Select parts on *Table 861: Bionics*.

**2** The character befriends an intelligent, nonhumanoid alien being. Select the alien on *Table 748: Aliens*.

**3** The character stumbles into a stellar gate, a portal between worlds on different star systems, and is transported to his current location, a world far away from his home. Select the Culture of the new surroundings on *Table 102: Technoculture* and the type of planet on *Table 105B: World Types*. Any family is left far behind, so if the character is a child or adolescent, it is as if the character's parents had both died.

**4** A large meteorite impacts near where the character lives. While everyone stands in awe of the glowing, smoking crater, the character notices something that had apparently been thrown clear of the blast. It is an animal, or at least an animal-like thing. It appears dead, but moments later, the creature's eyes open and it begins to calmly and casually clean and preen itself. The character has acquired an unusual pet. Select it on *Table 751: Unusual Pets*.

## d20 540: Exotic Events (continued ... )

**5** Against his will, the character's gender is changed. A male character becomes female, and a female a male. The change is not easily reversed. Initially, this will be quite a shock, but as time passes the character will become more accustomed to the new gender. Note: If the player is uncomfortable roleplaying this change, reroll the Exotic Event. Roll a d6 on the subtable below to determine what caused the change.

1. Character's mind is transferred into a new body.
2. Genetic surgery accomplishes the change.
3. An ancient artifact causes the change.
4. Character only imagines that a change was made.
5. Character's mind is transferred into an altered clone.
6. Reroll the cause on this subtable, but the character refuses to accept the change and lives as a person of his/her former sex.

**6** A freak accident grants the character a psionic power at a Rank 3 skill ability. Select the power on *Table 862: Psionics*. Unfortunately, each use of this power ages the character by one full year.

**7** The character survives a deadly encounter with a hostile alien being. Select the type of alien on *Table 748: Aliens*. As a result of the encounter, the character learns tricks that give him a +20% combat bonus against that type of alien each time it is encountered.

**8** An interdimensional rift opens and the character is abducted by beings from another dimension. Moments later, the character reappears, but he has physically aged 1d10+10 years, has no memories of that lost time, and has not mentally aged even a minute.

**9** The followers of an unheard-of-religion claim that the character is the "Chosen One, He-who-has-been-fore-ordained" to lead their cult onto glory. The character initially disagrees and at this time, the cultists are still pleading with and harassing the character.

**10** Alien beings invade the character's home world and conquer it. The character's people are enslaved by the beings. Select the type of aliens on *Table 748: Aliens*. The character is enslaved. Select the details on *Table 535: Enslaved!*

Continued ... ☞

Table 540 continues on the next page . . .

**d20 540: Exotic Events (continued ... )**

**11** While poking around in some abandoned, ruined place that others of his people avoid, the character comes across a hidden treasure. Unfortunately, the character was not able to do anything with the treasure. To the best of his knowledge, it remains untouched. Roll a d6 on the subtable below to determine the exact type of treasure.

1. Gold and silver coins worth 1d6x 10,000 credits.
2. 1d3 devices from *Table 855: Techno-Wonders.*
3. 1d6 objects from *Table 854: Gifts & Legacies.*
4. A lode of valuable mineral resources.
5. An abandoned, but still functional space craft. Determine the details on *Table 866: Spacecraft.*
6. Roll twice more on this subtable. Combine the results.

**12** The character befriends an Extremely Wealthy person. Roll Hi/Lo to select the being's sex. A Hi result is a male, a Lo result is female. Then roll a d4 to determine the person's age.

1. Much, much older than the character.
2. About the same age as the character.
3. Much younger than the character (maybe a child)
4. The wealthy being is an alien. Reroll age and select alien on *Table 748: Aliens.*

**13** Through a complicated chain of events, the character has been marooned, left for dead on a remote alien world. Yet he survives and returns to civilization. As a result of the encounter, the character's Wilderness Survival skill jumps 1d4 ranks. Go to *Table 522: Other World Events* to select events that occurred on the alien planet. Select the person or persons responsible for the abandonment by rolling a d10 on the subtable below. The character has a burning desire to "pay back" those who abandoned him.

1. A rival. If no rival, create one on *Table 753: Rivals.*
2. A relative. Select on *Table 104D: Other Relations.*
3-4. Pirates!
5. Alien beings. Select type on *Table 748: Aliens.*
6-7. Other Person. Select type on *Table 745: Others.*
8. Renegades. Rebels against the government.
9. Government forces, soldiers of the ruling power.
10. Enemy forces, soldiers of an enemy power.

**14** Character is mistaken for the missing offspring of a powerful leader and is taken to live in the leader's household. Roll a d6. If the result is 6, the missing offspring is the leader's heir. At first, he decides to maintain the ruse. Then, after 1d6 years something happens. Roll a d4 on the subtable below.

1. The leader is assassinated by rivals. The character is named heir apparent, but is under suspicion for killing the ruler. However, the assassins may strike again!
2. The missing offspring returns and claims the character to be an impostor.
3. The character is revealed as an impostor, accused of murdering the leader's offspring, and thrown into the dungeons. Go to *Table 536: Imprisoned!* to select the events that happen therein. After 1d6 years, the offspring returns and pardons the character.
4. The offspring never really disappeared. The whole thing was a setup. The offspring was an only child and slowly went mad. In order to continue the dynasty, the leader's political faction brought in the character to keep up the appearance of a competent heir.

**d20 540: Exotic Events (continued ... )**

**15** The character's world is unavoidably doomed to destruction. Those in the know keep their knowledge secret, but prepare for their own escapes. The character participates in a secret project to both stop the rulers and let some or all of the world's people escape the destruction. The character and his friends succeed in at least saving themselves. Roll a d6 on the subtable below to determine additional outcomes.

1. The evil leaders are foiled and die in the destruction.
2. Half the world's population is saved.
3. All are saved.
4. The planet is only ravaged, not utterly destroyed.
5. Only the character escapes.
6. The catastrophe is averted by what can only be called a Heavenly miracle.

**16** An evil, despotic ruler orders all persons of the character's ethnic background or geographic location to be exterminated. As far as the character knows, he alone escaped this heinous act and is still persecuted by the leader.

**17** During a routine medical exam, the character is an unknowing subject of an unregulated scientific research project. Roll a d4 on the subtable below to determine the effects:

1. The character gains a psionic power. Select on *Table 862: Psionics.*
2. The character develops 1d3 exotic traits. Select on *Table 644: Exotic Personality Traits.*
3. The character lives in fear that something unknown has been done to him and that the universe will soon discover him to be a monster.
4. The character has become immune to 95% of all diseases. Unfortunately, the experimenters want to do an autopsy on his corpse to find out why .

**18** There is a terrible accident and the character is killed! Medical science returns the character's body to life. Roll a d6 on the subtable below to select what has happened because of the accident:

1. The character was actually dead for 1d100 years.
2. The character's mind awakens in a clone of his body.
3. The character's mind awakens in a different body. There is a 50% chance of the new body being a different sex and a 10% chance of it being an alien. If so, select type on *Table 748: Aliens.*
4. The character's brain has been cyborged. He is now a living mind in an android or robot body. See *Table 750: Artificial Persons* for details.
5. The death experience is also a religious experience and the character subsequently joins a popular religion.
6. Reroll. The character is obsessed with avoiding death.

**19** A strange woman gives the character an ornate box sealed with wax and hoarsely whispers *"It's up to you now, keep it safe, keep it from ... them."* It's not until she drops dead at the character's feet that the smoking hole in her back becomes obvious. **GM Only:** refer to entry #540 on *Table 967: GM Specials.*

**20** The character is present during an experiment which unleashes a terrible curse into the universe in the form of (roll a d4 to select the thing):

1. A deadly, incurable plague.
2. A sentient energy force.
3. A being from another dimension.
4. An ancient being, trapped since prehistory.

**From Here: Return to the Table that sent you here . . .**

# 541:
# Death Situations




Use only if directed here by another table

Occasionally a character or an important person in the character's life will cause the death of another person or a person important to the character will die an untimely death. However, this does not necessarily mean that the victim was murdered.

**Instructions:** When this table is called for, roll a d20 and match the result against this table to determine Cause of Death. Then roll a d10 to determine responsibility. On a d10 result of 10, the character is linked in with the death in some unfavorable manner. The use of the term, "Someone" in the descriptions refers to the causer of the death, whether it is the character or some other person.

**Roleplay:** Responsibility for a death and the guilt associated with it can haunt a character forever, changing attitudes about death and relationships. Even if wrongly accused of causing a death, the character can spend the rest of his life proving it otherwise—and still not succeed.

**d20 541: Cause of Death (roll a d20)**

**1** Victim died accidentally (falling from a ladder, run over by a vehicle, touching a live wire, etc.). No one is really to blame (unless someone has *Caused* the death to occur, in which case it is an arranged accident). However, it is possible that people think the character is responsible. Roll a d20 and a d12 together. If the d12 roll is equal to or higher than the d20 roll, all who know the victim blame the character for the death.

**2** Premeditated, violent murder. Someone wanted the victim dead and took personal, violent action to ensure that death occurred. You or the GM will need to create the situation surrounding the death, including method and motive.

**3** Victim was killed in a fit of blind passion. It's still murder, but the killing may be defensible.

**4** Assassination. Professionals were hired to perform the act. A motive will be necessary.

**5** Victim died while dueling. A reason for a duel needs to be constructed (be creative!).

**6** Victim poisoned. This is not necessarily murder. Roll a d10. On a result of 5 or more, it occurred accidentally (see item #1 above for accident details).

**7** Victim killed during the commission of a crime. Roll a d10. If the roll is less than 5, the victim was committing a crime when killed. If 5 or greater, someone killed the victim while committing a crime. Go to *Table 864: Crimes* to determine the nature of the crime committed.

**8** Victim was killed in self-defense.

**9** Victim was driven to suicide by someone's actions.

**10** Victim was killed by an equipment malfunction. Something that should have worked, failed instead.

**11** Victim dies of starvation. Roll a d6. On a result of 1-2, the victim dies due to circumstances initiated by someone (e.g., someone causes a grain crop to fail, which beggars the family, which causes them to have no money for food, so they starve). On a result of 3-4, outside circumstances caused the death. On a result of 5-6, someone deliberately withheld food.

**d20 541: Cause of Death (continued ... )**

**12** The deceased sacrificed his or her life. Roll a d6 on the subtable below to determine the reason:

| | |
|---|---|
| 1-3 | To save the character from death. |
| 4-5 | To save a relative whose life was endangered by someone's actions. |
| 6 | To save some other person whose life was endangered by someone's actions. Go to *Table 745: Others,* to determine just who was saved. |

**13** Victim is thrown into prison because of someone's actions and later dies there. Roll a d6. On a result of 3 or less, the victim committed a crime against someone and was justly imprisoned. On a roll of 4-5, the victim was unjustly imprisoned. If the result is a 6, the victim was imprisoned in someone else's place.

**14** Victim was tortured to death by someone.

**15** Victim is sold into slavery by someone (or because of his actions) and dies while enslaved.

**16** Victim dies of a disease caught from someone. Roll a d6. On a result of 6, the contagious person is stigmatized as a plague bearer.

**FOR THE FOLLOWING TABLE ENTRIES, ROLL AGAIN TO DETERMINE THE ACTUAL CAUSE OF DEATH— REROLLING ONLY DUPLICATE RESULTS**

**17** Several friends of the victim actively seek the death of the killer. Treat them as 1d4+1 Deadly or even Obsessive Rivals (see subtable *753C* on *Table 753: Rivals* ).

**18** The victim's spirit cannot rest and haunts the person responsible for the death. Some form of atonement may be possible which will remove the ghost (at the GM's discretion).

**19** The person allegedly responsible for the death is hated and reviled by all who hear of it.

**20** Law enforcement officials actively seek the capture of the killer. One officer in particular has made this case an obsession. Treat him as an Obsessive Rival (see subtable *753C* on *Table 753: Rivals*) whose goal is to bring the character to justice.

**From Here — Return to the Table that sent you here . . .**

# 542:
# Death of a Loved One

Use only if directed here by another table

A Loved One is anyone whom the character cares for, a mother, father, guardian, brother, sister, mentor or romantic lover. A Love One's death can have a drastic effect on a character's life. There is the grief of loss, the possibility of receiving an inheritance or being saddled with financial burden, the chance that a surviving parent may remarry ... and still stranger things.

**Instructions:** Tables which send the character here should already have stated who has died (or instructed you to select the deceased). If the deceased was an adult, roll a d8 on *Table 542A: Inheritance* to determine the chracter's inheritance, if any. Then roll a d20 on subtable *542B: Other Events* to select a significant event surrounding the death of the Loved One. Follow directions given with the selected table entries, returning there until all rolls on that table are complete.

**Note:** If a spouse of a parent or guardian survives, roll a d100. On a result of 75 or less assume that the spouse remains in possession of any property and most money.

**Roleplay:** How does the character feel about losing a parent? How would you feel if (or when) it happened to you? Would the value of an inheritance in any way compensate for the loss?

## 542A: Inheritance (Roll a d8)

| d8 | The Inheritance |
|---|---|
| 1-3 | The character recieves 1d10 times his base starting money in cash. |
| 4 | The Love One's estate is liquidated to pay off debts. Roll a d6. If the result is 6, the debts remain unpaid and the character is liable for 1d100 times his base starting money. |
| 5 | The character recieves nothing. The Loved One's last will and testament condemns the character's lifestyle. |
| 6 | The character recieves a map, a key and a strange gift. The three are somehow related (GM's discretion as to how they are related). Determine the gift on *Table 854: Gifts & Legacies.* |
| 7 | The character becomes heir to the Loved One's estate and may assume control of any lands, monies, properties, and possessions. |
| 8 | As described for #7 above, but with a condition selected by rolling a d4 on the subtable below. |

| | |
|---|---|
| 1 | Character must first marry and produce an heir. |
| 2 | Character must change lifestyle (forego adventuring career, become a priest, etc.) |
| 3 | Character must perform a task, mission, or quest described in the will (GM's discretion). |
| 4 | Character must devote life to championing the poor, the weak, and the downtrodden. |

## 542B: Other Events (Roll a d20)

| d20 | The Events |
|---|---|
| 1 | Nothing unusual occurred. |
| 2 | Character is stricken with grief. He becomes obsessive about preserving the memory of the deceased. Unless the character can come to terms with this obsession, he is unable to form meaningful relationships. The GM may wish to create an adventure through which the character finally works out his grief and lets the dead rest. |
| 3-4 | Roll twice more on this table. |
| 5 | Papers found in the deceased's home reveal a secret. Roll a d4 on the subtable below to learn the secret. |

| | |
|---|---|
| 1 | Deceased was once a Noble, living in exile. Select the Noble title on *Table 749: Nobles.* |
| 2 | Deceased was an important research scientist. |
| 3 | Deceased is secretly the child of a powerful leader. |
| 4 | Deceased was not a human being, but a cleverly made, self aware android. The deceased is not truly dead, since machines do not die (as we know it). |

| | |
|---|---|
| 6 | When the character visits the deceased's grave, the grave has been opened and the tomb is empty. |
| 7 | Deceased's spouse (if any) remarries within 1d4 years. |
| 8 | Deceased's spouse (if any) remarries immediately. |
| 9 | A close friend of the deceased confides in the character that he or she believes the deceased was murdered. |
| 10 | The deceased's spouse (or a close relative if no surviving spouse) blames the character for the deceased's death. Select the cause of death on *Table 541: Death Situations.* |
| 11 | When character tries to collect his inheritance, it has already been claimed by another relative (selected on *Table 104D: Other Relations*). |
| 12 | The deceased's spirit appears to the character and demands that an injustice be righted. |
| 13 | A journal found in the deceased's effects hints at the location of a lost treasure. |
| 14 | A mysterious stranger offers to buy any items inherited from the deceased for much more than they could possibly be worth (1d10 x 1,000 credits). |
| 15 | A book found in the attic turns out to be plans for a fantastic (but experimental) technological device. Select the device on *Table 855: Techno-Wonders.* |
| 16 | A charismatic, but mysterious (and obviously evil) stranger claims the deceased estate for himself. Everything looks legal, but something smells fishy about the situation. |
| 17 | If the character has living siblings, they fight over the deceased's personal belongings. |
| 18 | The deceased was declared legally dead after having disappeared years ago, but may actually be alive. |
| 19 | Upon dying, a small serial number is revealed on the body. Apparently, a clone was substituted for the deceased some time in the past. Does he or she still live? |
| 20 | The deceased is reanimated by some necromantic science. The deceased appears to be alive, but something is not quite right. Roll a d4 on the subtable below: |

| | |
|---|---|
| 1 | Only the body is kept alive, the personality is gone. |
| 2 | The soul is kept alive in a slowly decaying body. |
| 3 | The deceased lives only as a data recording. |
| 4 | The deceased's brain has been cyborged into a look-alike android body. |

**From Here — Return to the Table that sent you here . . .**

# 643:
# Personality Traits

Use only if directed here by another table

Use this table when the character has assumed a Lightside, Darkside or Neutral personality trait.

Rather than mislead GMs and players by calling the traits in *Table 643A* "good," they are called *Lightside*, representing the better aspects of humanity (and other higher life forms). Folks with these traits are often considered "nice" people, though that may not be the truth.

The Neutral traits found in *Table 643B* are those that tend to be free from association with the concepts of good and evil (though this is often a matter or opinion). They are easily found in characters who tend toward either or neither extreme.

Finally, the traits found in *Table 643C* may or may not be "evil," but they certainly represent the baser aspects of humanity (and other sentient beings), and so they are called *Darkside.* Beings with these traits are often considered as being "nasty," though that may not always be the case.

**Instructions:** For each trait to be selected, roll a d4 and a d10 at the same time. The results are not added, but are read like a two-digit number. The d4 result is always the first or "10's" digit. Example: A d4 result of 3 and a d10 result of 0 are read as a 30. Match the total against the appropriate table to determine the trait.

Note that each Lightside trait in *Table 643A: Lightside Traits* has an opposite trait to be found in the same numerical position in *Table 643C: Darkside Traits.*

**Roleplay:** The presence of a Lightside or Darkside trait in a character's personality does not mean that a character is either good or evil.

Lightside traits represent the nicer aspects of a character's personality. Characters who possess several of these traits will have a tendency to behave in a good way. Still, merely having these traits does not make the character a saint, or even a necessarily good person. It is entirely possible for the vilest of villains to be sober, pious, and well-mannered.

Similarly, Darkside traits are the more unpleasant aspects of a personality. Even so, merely having these traits does not make the character a villain, nor even a necessarily evil person. It is entirely possible for the purest of holy priests to be dull, slovenly, and rude.

However, if either Lightside or Darkside traits are prominent parts of the character's personality, they may cause the character's behavior to lean toward the stronger alignment.

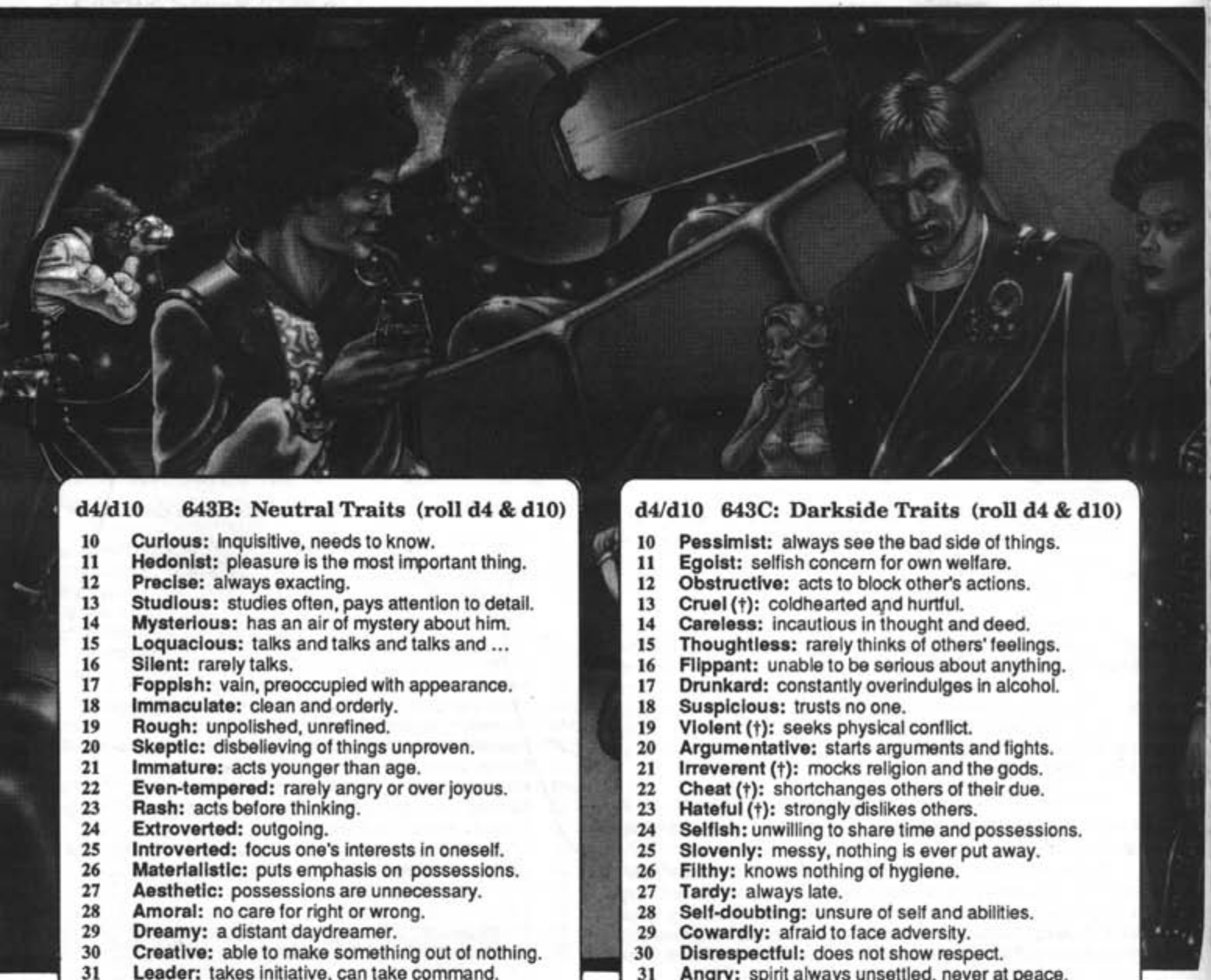
**Good vs. Evil:** Certain traits are usually found only in good people, as they are not in keeping with evil acts. Traits marked with an asterisk (*) will generally not be found in evil characters (such as NPC villains) unless they are a part of split personality (that is to say, one good personality and one evil personality in the same being). Other traits are normally found only in evil people, as they are not in keeping with good acts. Traits marked with a dagger (†) will generally not be found in good characters (such as NPC heroes).



**d4/d10 643A: Lightside Traits (roll d4 & d10)**

| | |
|---|---|
| 10 | **Optimist:** always see the good side of things. |
| 11 | **Altruist (*):** selfless concern for others' welfare. |
| 12 | **Helpful:** helps others in need. |
| 13 | **Kindly (*):** warmhearted and friendly. |
| 14 | **Careful:** cautious in thought and deed. |
| 15 | **Considerate:** thinks of others' feelings. |
| 16 | **Sober:** serious, plain-thinking, straightforward. |
| 17 | **Teetotaler:** abstains from drinking alcohol. |
| 18 | **Trusting (*):** trusts others to behave correctly. |
| 19 | **Peaceful:** serene of spirit. |
| 20 | **Peacemaker:** attempts to calm others. |
| 21 | **Pious:** reverently devoted to worship of God. |
| 22 | **Honest (*):** always gives what is due. |
| 23 | **Loving:** affectionately concerned for others. |
| 24 | **Giving:** gives of self and possessions. |
| 25 | **Organized:** everything has a place. |
| 26 | **Clean:** practices good hygiene. |
| 27 | **Punctual:** always on time. |
| 28 | **Self-confident:** sure of self and abilities. |
| 29 | **Courageous:** brave in the face of adversity. |
| 30 | **Respectful:** shows respect for others. |
| 31 | **Calm:** difficult to anger, a peaceful spirit. |
| 32 | **Patient:** able to wait with calmness. |
| 33 | **Wise:** understands what is true, right or lasting. |
| 34 | **Generous:** willing to give more than fairly. |
| 35 | **Imaginative:** a clever, resourceful mind. |
| 36 | **Forgiving (*):** able to pardon faults in others. |
| 37 | **Virtuous (*):** chaste, pure, of excellent morals. |
| 38 | **Dependable:** does duties reliably, responsibly. |
| 39 | **Well-mannered:** polite, courteous. |
| 40 | **Benign (*):** gentle, inoffensive. |
| 41 | **Friendly:** warm and comforting. |
| 42 | **Humble:** lack of pretense, not proud. |
| 43 | **Energetic:** does things quickly, with verve. |
| 44 | **Truthful (*):** always tells the truth. |
| 45 | **Cheerful:** always happy and smiling. |
| 46 | **Enthusiastic:** excited, can't wait to act. |
| 47 | **Thrifty:** careful with money. |
| 48 | **Diplomatic:** careful to say the right thing. |
| 49 | **Extra trait:** roll twice more on this table |

Table 643 continues on the next page . . .



| d4/d10 | 643B: Neutral Traits (roll d4 & d10) |
|---|---|
| 10 | **Curious:** inquisitive, needs to know. |
| 11 | **Hedonist:** pleasure is the most important thing. |
| 12 | **Precise:** always exacting. |
| 13 | **Studious:** studies often, pays attention to detail. |
| 14 | **Mysterious:** has an air of mystery about him. |
| 15 | **Loquacious:** talks and talks and talks and ... |
| 16 | **Silent:** rarely talks. |
| 17 | **Foppish:** vain, preoccupied with appearance. |
| 18 | **Immaculate:** clean and orderly. |
| 19 | **Rough:** unpolished, unrefined. |
| 20 | **Skeptic:** disbelieving of things unproven. |
| 21 | **Immature:** acts younger than age. |
| 22 | **Even-tempered:** rarely angry or over joyous. |
| 23 | **Rash:** acts before thinking. |
| 24 | **Extroverted:** outgoing. |
| 25 | **Introverted:** focus one's interests in oneself. |
| 26 | **Materialistic:** puts emphasis on possessions. |
| 27 | **Aesthetic:** possessions are unnecessary. |
| 28 | **Amoral:** no care for right or wrong. |
| 29 | **Dreamy:** a distant daydreamer. |
| 30 | **Creative:** able to make something out of nothing. |
| 31 | **Leader:** takes initiative, can take command. |
| 32 | **Follower:** prefers to let others lead. |
| 33 | **Emotional:** rarely keeps emotions in check. |
| 34 | **Emotionless:** rarely shows emotions. |
| 35 | **Humorous:** appreciates humor and likes to joke. |
| 36 | **Grim:** unsmiling, humorless, stern of purpose. |
| 37 | **Conservative:** restrained, opposed to change. |
| 38 | **Liberal:** tolerant of others, open to change. |
| 39 | **Aggressive:** assertive, bold, enterprising. |
| 40 | **Passive:** accepts things without resisting them. |
| 41 | **Selfsufficient:** does not need others. |
| 42 | **Dependent:** needs others around him. |
| 43 | **Romantic:** given to feelings of romance. |
| 44 | **Logical:** uses deductive reasoning. |
| 45 | **Illogical:** may not use reason to make decisions. |
| 46 | **Frivolous:** flighty, harebrained, rarely serious. |
| 47 | **Aloof:** distant from others, even cold. |
| 48 | **Atheistic:** denies existance of the supernatural. |
| 49 | **Extra trait:** roll twice more on this table |

| d4/d10 | 643C: Darkside Traits (roll d4 & d10) |
|---|---|
| 10 | **Pessimist:** always see the bad side of things. |
| 11 | **Egoist:** selfish concern for own welfare. |
| 12 | **Obstructive:** acts to block other's actions. |
| 13 | **Cruel (†):** coldhearted and hurtful. |
| 14 | **Careless:** incautious in thought and deed. |
| 15 | **Thoughtless:** rarely thinks of others' feelings. |
| 16 | **Flippant:** unable to be serious about anything. |
| 17 | **Drunkard:** constantly overindulges in alcohol. |
| 18 | **Suspicious:** trusts no one. |
| 19 | **Violent (†):** seeks physical conflict. |
| 20 | **Argumentative:** starts arguments and fights. |
| 21 | **Irreverent (†):** mocks religion and the gods. |
| 22 | **Cheat (†):** shortchanges others of their due. |
| 23 | **Hateful (†):** strongly dislikes others. |
| 24 | **Selfish:** unwilling to share time and possessions. |
| 25 | **Slovenly:** messy, nothing is ever put away. |
| 26 | **Filthy:** knows nothing of hygiene. |
| 27 | **Tardy:** always late. |
| 28 | **Self-doubting:** unsure of self and abilities. |
| 29 | **Cowardly:** afraid to face adversity. |
| 30 | **Disrespectful:** does not show respect. |
| 31 | **Angry:** spirit always unsettled, never at peace. |
| 32 | **Impatient:** unable to wait with calmness. |
| 33 | **Foolish:** unable to discern what is true or wise. |
| 34 | **Greedy:** hoards all for self. |
| 35 | **Dull:** a slow, uncreative mind. |
| 36 | **Vengeful:** revenge is the way to punish faults. |
| 37 | **Immoral:** lecherous, lawless, devoid of morals. |
| 38 | **Untrustworthy (†):** not worth trusting. |
| 39 | **Rude:** polite, courteous. |
| 40 | **Harsh:** ungentle, sharp-tongued. |
| 41 | **Unfriendly:** cold and distant. |
| 42 | **Egotistic:** proud and conceited. |
| 43 | **Lazy:** difficult to get motivated. |
| 44 | **Liar:** hardly ever tells the truth. |
| 45 | **Morose:** always gloomy and moody. |
| 46 | **Unenthusiastic:** can't get excited. |
| 47 | **Spendthrift:** spends money without thought. |
| 48 | **Tactless:** speaks before thinking. |
| 49 | **Extra trait:** roll twice more on this table |

**From Here — Return to the Table that sent you here . . .**

# 644:

# Exotic Personality Traits



Use only if directed here by another table

Use this table when the character assumes some truly unusual, often exotic, or even undesirable personality trait. The traits here might even be called personality afflictions. They run the gamut from simple fears to bizarre behavior. Folks with these traits are considered eccentric, odd or even bizarre.

**Instructions:** Roll a d20 and match the result on *Table 644A: Exotic Feature Categories.* This selects the general category of the exotic personality feature. To determine the specific feature, go to the table indicated by the selected category.

Record the feature in the PERSONALITY section of the worksheet and if the trait is also a Lightside, Darkside, or Neutral trait, mark the box that corresponds to the trait's alignment. Write any additional information in the EVENTS section.

**Developing a Personality:** Many events that occur in a character's life also cause his personality to develop. Personality traits shape the way he acts or responds later in life. Some of these traits are good or *Lightside* traits; others are considered bad or *Darkside* traits; and still others are *Neutral,* neither good nor bad.

Most features here are not aligned (that is, they are neither Darkside, Lightside, nor Neutral traits) and do not count toward determining alignment. Those that will affect the selection of the character's alignment are followed by a letter enclosed in brackets. This letter represents the type of personality trait that develops because of the event that sent you here. An [L] means a Lightside trait. A [D] means a Darkside trait and an [N] means a Neutral trait. When you get to *Table 312: Alignment & Attitude,* the instructions there will tell you what to do with the letters.

**Trait Control:** Use the chart below to gauge the amount of control the character has over the trait or vice versa. Select a trait strength from the left-hand column that best suits the character.

**Roleplay:** A person with an exotic personality feature is decidedly different from other folk, regardless of whether the feature is readily apparent to others or not. Often, a person with such a trait may try to hide it from others. He may imagine that what he does or is, is normal and acceptable, or taken to the extreme, may not even be aware that he possesses such an odd personality feature.

**Real Life:** Note, the depiction of these personality features, many of which are considered physical and mental illnesses or handicaps, is in no way intended to belittle those who must cope with them on a day to day basis in their own lives. Very few would choose to be as they are, but learning to deal with their problems often forges them into better representatives of humanity than those of us who are healthy and whole. People do not gain strength by overcoming small challenges.

## 644A: Exotic Feature Categories

**Instructions:** Roll a d20 and match the result against *Table 644A* below.

### Trait Control Chart

| | |
|---|---|
| **Trivial** | Feature is barely noticeable, even when actively affecting the character. Special circumstances may have to exist for the feature to come into play. |
| **Weak** | Feature is easily sublimated, overcome, or ignored, but is noticable when actively affecting character. |
| **Average** | There is an uneasy balance. Feature is not active unless the character is caught off guard or is too fatigued to control himself. |
| **Strong** | Unless character consciously resists the feature, it manifests itself strongly. |
| **Driving** | Feature dominates the character's life — character finds it difficult to resist its compulsions. |
| **Obsessive** | Character cannot rest or find peace unless actively pursuing the desires, needs or compulsions of the feature. |

### d20 644A: Exotic Feature Categories

| | |
|---|---|
| 01-03 | **Mental Affliction** (Go to *Table 644B*)* |
| 04-06 | **Phobia** (Go to *Table 644C*) |
| 07-10 | **Allergy** (Go to *Table 644D*) |
| 11-16 | **Behavior Tag** (Go to *Table 644E*) |
| 17-18 | **Sexual Disorder** (Go to *Table 644F*)* |
| 19-20 | **Several Features** manifest themselves. Roll 1d3+1 times on this table. |

* **Warning:** the author recommends that these features be played only by *adults* capable of roleplaying them in a *mature* manner. If roleplaying a character with a mental affliction or sexual disorder makes you uncomfortable, reroll the feature.

**Table 644 continues on the next page . . .**

## 644B: Mental Afflictions



**Instructions:** Roll a d20 and match the result against *Table 644B: Mental Afflictions.*

**Roleplay:** Many role play games lump these mental afflictions together as insanity. They are best defined as mental illnesses. The symptoms are *greatly* simplified here for game purposes. Many are treatable, even by today's medical practices —*if the person desires help.*

**Real Life:** The following are game descriptions—yet if you notice these symptoms in a friend (particularly depression or talk of suicide), confide in someone you trust: a parent, a counselor, a doctor, a minister, priest, or rabbi. Don't wait, *you* may be the only help your friend will ever have.

| d20 | 644B: Mental Affliction (roll 2d10) |
|---|---|
| 1 | **Catatonia.** Character collapses into a fetal position completely and totally withdrawing from the world—deaf, unfeeling, unseeing. |
| 2 | **Multiple personalities.** The person literally becomes someone else. 1d3 additional personnas may manifest themselves, usually to help the character deal with something his "normal" identity can't handle. Each individual personality should have one key personality trait that typifies it, possibly basing the entire personality around that trait. Select the trait on *Table 312A: Personality Triait Types.* Additionally, each personality has a 60% chance to have an Exotic Personality Feature. |
| 3 | **Compulsive Lying [D].** The person cannot tell the simple truth, but must always reinterpret or expand upon it. |
| 4 | **Paranoia [D].** This is a feeling of persecution, that *everyone* is out to get you, or is plotting against you. Extreme cases may imagine fantastic plots concocted by alien beings. May plot to strike back at his oppressors (i.e. at everyone). |
| 5 | **Hallucinations.** Seeing unreal visions and distor- tions of reality. Each occurance has a 10% chance of driving the character into temporary Catatonia (see entry #1 of this table). |
| 6 | **Megalomania [D].** Infantile delusions of personal omnipotence and grandeur (commonly found in petty tyrants, self-important bosses, and other egotists). |
| 7-8 | **Severely Phobic.** Unreasoning, obsessive fear of something of the GM's choice. |
| 9 | **Hypochondria [N].** An unhealthy concern for one's health. Person only has to hear of a new disease to imagine that he suffers or is even dying from it. |
| 10 | **Manic-depressive [D].** Alternating, excitable hyperactivity and inability to cope with everyday pressures. |
| 11-12 | **Depression.** Beyond merely feeling a bit "down" or "blue," the afflicted person feels that all hope is gone. Unable to cope with their problems, or even ask for help, talking about or attempting suicide is how they communicate their unspoken cry for help. Reduce all skill Ranks to half when depressed. |
| 13 | **Hysterical injury.** Person believes he suffers the effects of a serious injury. Determine "injury" on *Table 860: Serious Wounds.* |
| 14-15 | **Obsessive behavior.** The need to perform some action to the exclusion of everything else. The character cannot be comfortable, or in extreme cases, think rationally, until the obsession is resolved. The obsession can vary from something simple, like cleaning, to a need to expunge evil (or good) from the universe.<br>To select the object of the obsession, either make something up, or roll a d10 on the subtable below:<br>1 Devotion to a Lightside trait. Select on *Table 643A.*<br>2 Devotion to a Darkside trait. Select on *Table 643C.*<br>3 Character has an obsessive hatred. Roll a d4 on the sub-subtable below to select the thing hated [D]:<br>1 Any alien being (including monsters).<br>2 Particular alien race. Select on *Table 748: Aliens.*<br>3 Robots, androids and maybe even computers.<br>4 Someone. Select type on *Table 745: Others.*<br>4 Character feels an obsessive need to destroy. Select target of destruction (your choice) [D].<br>5 Character feels an obsessive need to clean.<br>6 Character is obsessively superstitious.<br>7 Character feels an obsessive need to collect particular objects (possibly even owning everything of that type). Roll a d4 to select the object on the subtable below:<br>1 An item taken from *Table 854: Gifts & Legacies.*<br>2 Gold (or maybe platinum, gemstones, etc.).<br>3 Animals (especially alien animals).<br>4 Beautiful things (including people).<br>Character feels an obsessive need to help others. |
| 16 | **Kleptomania [D].** An obsessive impulse to steal, regardless of want or need. |
| 17 | **Pyromania [D].** An obsessive impulse to set, and then watch fires. |
| 18 | **Multiple Afflictions.** Roll 1d3+1 more times on this table. Afflictions have a 60% chance to have some form of interelationship: one intensifies another or causes it to occur, or is the object or target of the other. Example: A phobia reaction is so intense the character becomes catatonic. |
| 19 | **Hysterical sense loss.** Character believes that he is either blind or deaf (GM's choice). |
| 20 | **Berserker rage—mindless aggression [D].** Person is subject to fits of mindless aggression lasting 1d100 minutes. |

Table 644 continues on the next page . . .

## 644C: Phobias

The phobias included here have been chosen for their appropriateness to fantasy roleplay gaming. The thing feared is listed first, then the phobia's name.

**Instructions:** Roll a d4 and a d10 at the same time. The results are not added, but are read like a two-digit number. The d4 result is always the first or "10's" digit. Example: a d4 result of 4 and a d10 result of 0 are read as a 40. Match the number against *Table 644C* to select the thing feared.

**Roleplay:** A phobia is something that the character is deeply afraid of, possibly for no known reason. The afflicted character will do what he can to avoid the thing feared. A person in power may try to have the source of his fear destroyed.

**d4/d10 644C: Phobia (roll a d4 and a d10)**

| | |
|---|---|
| 10 | **Alone** (Monophobia) -- fear of being alone. |
| 11 | **Animals** (Zoophobia) |
| 12 | **Blood** (Hematophobia) |
| 13 | **Cats** (Alluroophobia) -- especially house cats. |
| 14 | **Cold** (Psychrophobia or Frigophobia) |
| 15 | **Colors** (Chromophobia) -- usually specific colors. |
| 16 | **Computers** (Cyberphobia or Technophobia) |
| 17 | **Corpses** (Necrophobia) -- may include undead. |
| 18 | **Darkness** (Achluophobia) |
| 19 | **Enclosed spaces** (Claustrophobia) |
| 20 | **Females** (Gynephobia) -- usually found in males. |
| 21 | **Fire** (Pyrophobia) |
| 22 | **Flying** (Aerophobia) -- also fear of the air. |
| 23 | **God** (Theophobia) -- one god or all gods?!?! |
| 24 | **Hair** (Trichophobia) -- hairy aliens, hair on people. |
| 25 | **Heights** (Acrophobia) |
| 26 | **Infection** (Mysophobia) |
| 27 | **Insects** (Entomophobia) -- also buglike aliens. |
| 28 | **Machinery** (Mechanophobia) — also spaceships. |
| 29 | **Males** (Androphobia) -- usually found in females. |
| 30 | **Monstrosities** (Teratophobia ) -- fear of monsters. |
| 31 | **Mutants** (Mutatophobia) |
| 32 | **Night** (Nyctophobia) |
| 33 | **Open spaces** (Agoraphobia ) |
| 34 | **Physical Love** (Erotophobia) |
| 35 | **Poision** (Toxiphobia) |
| 36 | **Radiation** — fear of radiation and its causes. |
| 37 | **Reptiles** (Batrachophobia) — also reptilian aliens. |
| 39 | **Sinning** (Peccatophobia) afraid of doing wrong. |
| 40 | **Slime** (Blennophobia) — particularly slimey aliens. |
| 41 | **Snakes** (Ophidophobia) |
| 42 | **Space** -- fear of outer space and space travel. |
| 43 | **Spiders** (Arachnophobia) |
| 44 | **Storms** (Astaphobia) including thunder & lightning. |
| 45 | **Strangers** (Xenophobia) — including aliens! |
| 46 | **Water** ( Hydrophobia) |
| 47 | **Wind** (Anemophobia) |
| 48 | **Wounds or Injuries** (Traumatophobia ) |
| 49 | More than one fear. Reroll 1d3+1 times on this table. |

## 644D: Allergies

**Instructions:** Roll a d10. Match the results against *Table 644D* below to select the allergy, then read the allergy rules that follow.

**Allergy rules:** After being exposed to the allergen (thing causing allergy), the character begins to react to the allergen and suffer from the allergy's effects. Roll a d10 to select the allergy's Trait Strength (this varies from the rules on page 71). The effects vary with the allergy's Trait Strength, but are classed as Mild (1-4), Serious (5-7), Severe (8-9), and Deadly (10).

A character with a below-average Constitution attribute adds 1d3 points to the allergy's initial Trait Strength. A character with an above-average Constitution attribute subtracts 1d3 points from the allergy's initial Trait Strength.

**Allergy Treatments:** Allergies can be treated and controlled with drugs. If character is taking allergy medicine, reduce level of Allergy Reaction by 1d4 levels.

| Allergy Reaction | Effects |
|---|---|
| **Mild:** | Red, itchy eyes, sniffles. Minus 1 Rank to combat skills until 1d3 hours after exposure ends. |
| **Serious:** | As above, plus asthmatic reaction (hard to get one's breath). Minus 3 Ranks to combat skills, minus 1d8 to Strength attribute. |
| **Severe:** | As above, plus skin rash and high fever. Subtract 1d6+3 Ranks from all skills. Victim is *very* ill and cannot clear head to concentrate (espcially on psionic abilities). 1d3 hit points are lost, if victim does not end exposure upon occurance of symptoms. |
| **Deadly:** | As above, but victim is unconscious. Medical attention will be necessary to revive the victim. |

**d10 644D: Allergies (roll a d10)**

| | |
|---|---|
| 1 | **Fur.** Additional symptom of constant sneezing. |
| 2 | **Dust.** Additional symptom of constant sneezing. |
| 3 | **Insect Bites/Stings.** Multiple bites or stings, increase the reaction level by one. |
| 4-5 | **Food.** Roll a d6. If the result is 1-3, it's a common, usually high protein food. Cheese, eggs, red meat and wheat flour are examples. If the result is 4-5, it's an unusual food like caviar, algae antipasto, jalapeno pepper soda, synthetic pizza, etc. If the result is 6, it's an exotic or alien food. Use your imagination and consider what an alien might find yummy. |
| 6 | **Fabric.** Allergies to wool or other natural and even synthetic fabrics can be unpleasant to the wearer. |
| 7 | **A Common Medicine.** Maybe Aspirin, antibiotics, stimulants, depressants, home-made chicken soup. |
| 8 | **An Unusual Medicine.** Could be Experimental or even alien medications. |
| 9 | **Mold.** Includes mildew and possibly even damp dirt. Additional symptom of constant sneezing. |
| 10 | **Energy Radiation.** The character is sensitive to one of the following types of radiated energy. Roll a d6 and match the results on subtable below: |

| | | | |
|---|---|---|---|
| 1 | Nuclear Radiation | 4 | Laser Light |
| 2 | Solar Radiation | 5 | Electricity |
| 3 | Cosmic Rays | 6 | Artificial Light |

Table 644 continues on the next page . . .

## 644E: Behavior Tags

A Behavior tag is an unusual, or uncommon type of action or activity which the character performs, usually out of habit. It is a personality trait by which the character becomes known, such as "an absent-minded professor," or "the cat lady."

**Instructions:** Roll a d4 and a d10 at the same time. The results are not added, but are read like a two-digit number. The d4 result is always the first or "10's" digit. Example: a d4 result of 1 and a d10 result of 0 are read as 10. Match the number against *Table 644E* to select the unusual behavior.

**Roleplay:** These are colorful "trademarks" by which a character becomes known. Have fun with them.

### d4/d10 644E: Behavior Tags (roll a d4 & a d10)

**10 Secret Identity.** Maintains two separate identities, switching as necessary to keep both "active." Create a second background. Decide which is real and which a charade. Come up with a good reason for this.

**11-12 Addict [D].** Character's day-to-day existence centers around a chemical substance, such as tobacco, alcohol, narcotics, caffiene, chocolate, etc. Character becomes "ugly" and unpleasant if deprived of the substance for too long. All skills drop by 1 Rank until character gets a "fix."

**13-15 Absentminded.** The character misplaces things easily—the more important something is, the greater the chance it will be mislaid. Items that are set down, dropped or hidden have a 1d20% chance of being lost permanently.

**16 Fumble-fingers.** Regardless of his Dexterity attribute or skills, this fellow is often clumsy with things he holds in his hands. At the worst moments, they seem to slip or more likely, flip out of his hands. The base chance is 1d4 x 10%.

**17-18 Distinctive Possession.** Select an object on *Table 854: Gifts & Legacies*, for which the character is well known and which he may not wish to be parted from. Roll until you get something you are comfortable with.

**19-20 Ego Signature [N].** Character cannot do anything anonymously, but must leave some mark or item that links him with the act (An example is the 'Mark of Zorro'). This character has a 25% chance to be a Vandal [D] who leaves his mark by destroying or defacing property.

**21 Hiccupping.** Brought on by stress or eating, these range from mild "hics" to thunderous body shakers. At the GM's discretion, these diaphragm glitches can cause penalities to fighting and skill use checks.

**22 Insomniac.** Character finds it almost impossible to sleep or get any rest ... at least during the night.

**23 Know-it-all [N].** Has an opinion or knows the "truth" about everything (but, of course, you already knew that). Actually has a 10% chance to really know something.

**24-25 Squeamish.** Can't stand to be around little creepy-crawly things, or touch slimy stuff or watch other people bleed, or eat certain types of foods. Treat like a phobia. See *Table 644C: Phobias*.

**26 Stuttering.** Reduce Charisma attribute by 1d4 when talking. Penalize any speaking skills by 1d3 Ranks, more if the character is under pressure or nervous.

**27-28 Bloodthirsty [D].** Seems to enjoy combat just a little too much, particularly when blood is spilled.

**29-30 Dislike something.** Go to *Table 644C: Phobias* and determine what the character doesn't like. This is not a fear, but is instead something the character does not care for. The strength of the trait determines the degree of dislike.

### d4/d10 644E: Behavior Tags (continued ... )

**31-32 Low Pain Threshold.** ANY pain makes the effective value of all skills and attributes drop by 1d6 Ranks or points.

**33** Roll 1d3+1 times for multiple Behavior Tags.

**34-35 Fanatic.** Strong belief in some idea and an equally strong devotion to its achievement, even to the point of death.

**36 Glutton.** Character eats like there is no tomorrow, whether he is hungry or not. Eats at least twice as much as a normal being of his race. Has a 70% chance to be grossly overweight.

**37 Pacifist.** Character will not fight. This ranges from vowing never to kill, never taking an offensive stance in combat (self-defense only), or even "turning the other cheek" and not defending oneself at all.

**38-39 Pet Lover [L].** Has many pets. Usually brings one along. Always looking for something else to bring home. May focus on a type of animal, cats, dogs, giant amoebae, etc.

**40 Political Activist [L].** Always involved in some kind of cause. Most support the masses against their overlords, but it may involve protecting something from destruction like "Save the Icecaps" or "Equal Rights for Bug-eyed Monsters."

**41 Practical Joker.** Enjoys pulling off jokes at other's expense. He's a guy who short-sheets cold sleep chambers, puts shoe-polish on the eyepieces of electro-scan telescopes, and soaps the windows of your all-terrain vehicles. Whose side is he on anyway?

**42 Neatnik [N].** This is an obsessively neat person. Personal effects are always clean, polished, sharp, well-organized, and neatly arranged. Dislikes mess and has a 10% chance to have a phobia regarding dirt.

**43 Slob.** Unconcerned about the appearance of his person or property. Tends to be disorganized where belongings are involved, takes longer to find things (though he may be a master of the "vertical piling" system in which items are located in a manner similar to geological sedimentation.

**44-45 Packrat [N].** "Say, this looks like it might be useful!" is the battle-cry of this fellow who picks up everything, but never throws any of it away. On the other hand, he always has just the right thing for any situation ... if he can just find it.

**46-47 Unique physical habit.** An action which the character performs unconsciously. Select from the following, or create your own—winking, rapid blinking, licking or smacking lips, swallowing, rubbing part of face or body, waving hands while speaking, twisting hair, snapping or drumming fingers.

**48-49 Figures of Speech [D].** Constantly fills his conversations and pronouncements with colorful phrases, often based on homey sayings, like "Dance 'til the cows come home," or "Thicker'n spice fleas on a Denevian skwawbak."

Table 644 continues on the next page . . .

## 644F: Sexual Disorder [D]*

* All Sexual Disorders are considered to be Darkside personality traits by most societies, futuristic or otherwise.



These are what many societies (at least human societies) consider aberrant sexual behavior, usually because of religious doctrine. Whether societies in a particular future or alien culture consider them so is up to the GM. Yet it should be taken into consideration that, historically speaking, most societies have not condoned the behaviors listed below. Take care in presenting and roleplaying these disorders, since a flippant, careless, or callous stance may embarrass, annoy, or offend other players and GMs alike.

**Instructions:** Roll 2d8, and total the results. Then match the total against *Table 644F* to select the disorder.

**Roleplay:** Like drug addicts, characters afflicted with sexual disorders may feel a need to fulfil their sexual desires (the stronger the Trait Strength the greater the need).

Most human Cultures and societies consider anything other than the straightforward sexual desire for members of the opposite sex as abnormal, even evil and unclean. This is often due to the moral climate established by prevalent religions. In such societies, practioners of these behaviors may be persecuted and punished (even marital infidelity may be severely punished). On the other hand, where something is banned, one may be certain that unscrupulous types will find some way to make a profit from it.

Be wary of what the character may go through if his "secret" is discovered. More often than not, a character with a sexual disorder will attempt to hide if from others, either out of fear or shame (altough a character afflicted with transsexuallism may attempt to hide his true sex). It is not uncommon for a character afflicted with a sexual disorder to imagine himself to be normal or OK and try to live with it rather than change.

**Tarnished Tomorrows:** The premise of this future is that of the final stages of decay of an already decadent culture. Since what we would understand as morality and decency is fled from such cultures, sexual disorders may not only be acceptable, they could easily be the predominent types of sexual behavior.

**Alien Cultures:** Radical differences in both alien physiology and cultural background can easily require a redefinition of acceptable behavior. Consider what the alien race defines its normal reproductive behavior to be and then determine what violates it. Beings with but a single gender could find heterosexual relationships abominable or at least confusing. Other cultures might change gender the way we change hair styles, when the mood suits them for something different. Or a race's entire reproductive cycle could be so endangered or sacrosanct, that anything that contradicts their established process is a heinous crime. Finally, how about the race that might consider cross-species relationships as desireable, since the other being becomes a doomed host for the former's hungry offspring.

### 2d8 644F: Sexual Disorder (roll 2d8)

2 **Transsexuallsm.** Believe oneself to be the spirit of one gender trapped in the body of the opposite gender. May express itself as constant transvestitism(see entry #7) though sexual conversion surgery is also common.
3 **Complete disinterest.** No sexual desire.
4 **Shyness.** Uncomfortable around opposite gender, difficult to talk with them. At the extreme, it may be a fear, either Gynephobia (fear of females) or Androphobia (fear of males).
5 **Homosexuality.** Sexually attracted only to persons of same gender as oneself.
6 **Bisexuality.** Sexually attracted to persons of both genders (usually more strongly to one than the other).
7 **Transvestitism.** Sexually excited by wearing clothing of the opposite gender. May try and pass oneself off as someone of the opposite gender, which may be difficult unless the character is also androgynous (neither strongly male nor female in appearance).
8 **Nymphomania (F) or Satyrism (M).** Abnormally strong, uncontrollable desire for sexual experience.
9 **Domination.** Desire to control and force sexual attention on an unwilling partner (includes most forms of rape).
10 **Sadism.** Derive pleasure from inflicting or viewing pain in others. Often combined with masochism.
11 **Masochism.** Derive pleasure from having pain inflicted upon oneself. Often combined with sadiism.

### 2d8 644F: Sexual Disorder (continued ... )

12 **Too Prude.** Convinced that sex is bad in any form. Despises all who lower themselves to it, including self. Roll a d8. If the result is 6-8, the character is actually suppressing or trying to hide or "cover" his own sexual disorder. Reroll the disorder on this table.
13 **Voyeurism.** A "Peeping Tom" who is sexually excited by watching others perform sexual acts.
14 **Fetishism & Fixations.** Sexually attracted to or excited by a specific person or thing. The character may have a secret collection of objects or pictures of the desired person. Roll a d10 on the subtable below to select the object of attraction.

| | |
|---|---|
| 1 | Women's clothing (not for wearing, though). |
| 2 | Men's clothing (not for wearing, though). |
| 3 | Shoes or other footwear. |
| 4 | Hair — particularly women's hair. |
| 5 | Select from *Table 858: Body Locations.* |
| 6 | An animal. |
| 7 | Select from *Table 644C: Phobias.* |
| 8 | Select from *Table 854: Gifts & Legacies.* |
| 9 | A type of person. Select on *Table 745: Others.* |
| 10 | A relative. Go to *Table 104D: Other Relations.* |

15 **Xenophilia.** Sexually excited by alien beings.
16 Roll 1d2+1 times for multiple linked sexual disorders.

**From Here — Return to the Table that sent you here . . .**

# 745: Others

Use only if directed here by another table

This is a general listing of types of "Other Persons" encountered, people and creatures who may act as friends or foes, antagonists or allies. Many tables in this book require an identity for a foe, a victim, an instigator or a chance encounter. This table provides that identity, acting as a sort of "central clearing house" for other lists of persons.

**Instructions:** Roll a d20 and match the result against *Table 745.* This is the general class of other person that has been encountered, although it may also be a specific person. In most cases the table entry will require that additional rolls be made on another table. Roll Hi/Lo for the person's sex if necessary. Hi = female, Lo = male.

**Roleplay:** Throughout life, the character will interact with other persons. Imagine the character's reaction to this person within the context of the event he appears in. Imagine the other person's reaction to the character. Does the encounter have a good outcome, or are ill feelings generated? Both GM and player may wish to add additional details to some of these NPCs. To do so refer to the chapter on *NPCs* on page 9.

**d20 745: Type of Other Person (roll a d20)**

1 **Government worker.** Use *Table 416: Gov't Jobs.*
2 **A friend.** Possibly a Companion. GM decides who.
3 **An outcast.** A beggar, hermit, leper, or prositute.
4 **A clergyman.** Select details on *Table 537: Religion.*
5 **A mentor.** The wise person who guides the character.
6 **Employer.** Character's current employer or Patron.
7 **A noble.** Select title on *Table 749: Nobles .*
8 **A monster.** Select something awful from your game.
9 **A neighbor.** GM decides who this is.
10 **The character's lover.** Reroll if currently no lover.
11 **Someone known primarily by occupation.** Select occupation on *Table 413:Occupations.*
12 **A rival.** Select Rival on *Table 753: Rivals.*
13 **A robot.** Select details on *Table 750: Artificial Persons.*
14 **A future specific person.** This person is more typical of the particular future in which the game occurs. Select the occupation on the occupation subtable appropriate to the future history of the game (see entry #11 on *Table 413A: Occupation Selection* for details).
15 **A criminal.** Select type on *Table 864: Crimes.*
16 **A professional adventurer.**
17 **A relative.** Select on *Table 104D: Other Relations.*
18 **An alien.** Select type on *Table 748: Aliens,* then roll again on this table.
19 **A Group.** Select the group on *Table 746: Other Groups.*
20 **Several others** together. Roll 1d3 more times on this table.

# 746: Other Groups

Use only if directed here by another table

Rather than individuals, these are groups of Others. They are treated as a group, not as individual NPCs, so don't worry about their sex, age or personal details.

**Instructions:** Roll a d20 and match the result against *Table 746: Other Groups.*



**d20 746: Other Groups (roll a d20)**

1 **Popular music group.** They look funny and make loud music and are accompanied by fans 50% of the time.
2 **Refugees.** Victims of political persecution.
3 **Pilgrims.** Pious Folks on their way to a holy shrine. Might be devout fanatics, or little more than tourists.
4 **Tourists.** Visitors from afar, here to see the sights.
5 **Commuters.** Folks on their way to or from work.
6 **School children.** A group of kids.
7 **Rowdy sports fans.** Violence just looking for an excuse to happen.
8 **Terrorists.** Anything for the cause, no matter how heinous.
9 **Cultists.** Members of a secret religious organization.
10 **Roving youth gang.** Young toughs looking for trouble. These are not good kids.
11 **Vigilante gang.** Well-meaning citizens out looking for troublemakers.
12 **Military patrol.** Soldiers on the job.
13 **Revelers.** Partying folks out for a good time.
14 **Government work crew.** Expect to find about three supervisors for each worker.
15 **Biker gang.** Tough folk on big machines.
16 **Gypsy-like wanderers.** Mysterious. They come and go in the night.
17 **Protesters.** Something's wrong with society and they want everyone to know it.
18 **Rioters.** These are protesters turned ugly and violent.
19 **Police patrol.** Out and about to keep the peace.
20 **Roll twice more.** Combine the results.

**From Here — Return to the Table that sent you here . . .**

# 747: Guardians

Use only if directed here by another table

When a child's parents die or disappear, someone must become responisble for his upbringing. This person, persons, creature, creatures or family become the character's guardians. In many respects they take over the functions of parents.

**Instructions:** Roll a d20 and match the result against the table to find the character's guardian. When an event calls for something to happen to a parent, it happens to the guardian. If the player so desires, the guardian's background can be developed further. Refer to *Table 107: Parents & NPCs* for details.

**Roleplay:** The loss of one's parents is a tragedy that affects the rest of a character's life. However, the role of the parent may be replaced (to some extent) by others who either willingly or unwillingly take up the responsibility of raising the character to adulthood. A guardian may be someone who merely provides for the character's physical needs, or one who becomes a loving replacement for the lost parents.

| d20 | 747: Guardians (Roll a d20) |
|---|---|
| 1-5 | A relative. Select the relative on *Table 104D: Other Relations* (rerolling results of mother or father). |
| 6-8 | Character is raised in an orphanage with dozens, even hundreds of other children. |
| 9-10 | Adopted by another family. Beginning with *Table 104: Birth & Family*, create this family just as you would for the character's birth family. |
| 11 | Raised by priests or monks in a temple. Go to *Table 537: Religion* to determine 1d3 events that happen to the character because of this background. |
| 12 | Raised by Aliens. Select the type of beings on *Table 748: Aliens*. |
| 13 | Character is sold into slavery to pay off parent's debts. Determine what happens to the character on *Table 535: Enslaved!* |
| 14 | Character is raised by street people. Add 1d4 Ranks to Urban Survival skills. |
| 15 | Character is raised by a criminal. Select the criminal type on *Table 864: Crimes* then go to *Table 529: Underworld Experience*, to determine criminal events that happen to the character. |
| 16 | Character is passed from relative to relative until reaching the age of majority. |
| 17 | Character is raised by a professional adventurer. |
| 18 | Character is raised in a clinic by scientists. **GM Only:** see entry #747 on *Table 967: GM's Specials*. |
| 19 | Character is raised by a robot. Roll a d6. If the result is 1-4, the character was raised in seclusion, away from others of his own kind. |
| 20 | Roll twice more on this table and combine the two guardian types together in an imaginative way. |

# 748: Aliens

Use only if directed here by another table

This is a selection of typical aliens or wildly mutated races that might appear in a science fiction roleplay game.

**Instructions:** Roll 2d4. Use one result as the "10's" digit and the other as the "1's" digit. Match the number against the table below. Due to the diversity of alien races, only the general class or type of being is given. You or your GM must provide the specific details. In general, select the alien or mutant race in your game that most closely resembles the table selection. If nothing fits, roll again. Refer to *Table 101: Character Race*. for additional roleplay guidelines. Then return to the Table that sent you here. **Note:** Check with your GM. He may wish to create a list of aliens featured in his world and substitute it for this table.

**Roleplay:** Aliens are not humans, and nonhumans are just that, not human. Like humans, they have their own motivations, but these will be colored and skewed by their exotic lives and their physical differences. Imagine how one of these beings would react when encountering the character. Would their racial heritage cause them to be instant friends, rivals, or even enemies, or merely be suspicious of each other? Consider these things before playing an alien or mutant like just another human.

| 2d4 | 748: Alien Classifications (roll 2d4) |
|---|---|
| 11 | **Human-like.** These beings so closely resemble humankind that only a few characteristic features set them apart, such as pointed ears or an exotic skin color. Typical of aliens based on TV shows. |
| 12 | **Amoeboid.** Amorphous, malleable shape. |
| 13 | **Bestial.** A "humanized" version of a common animal, such as wolf-like, cat-like or ape-like beings. |
| 14 | **Aerial.** Flyers, often with bird-like or bat-like wings. |
| 21 | **Amphibian.** Dwell in water or air equally well. |
| 22 | **Bipedal.** An upright stance, walking on two feet. After that, just about anything goes. |
| 23 | **Insectoid.** Closely resemble bugs and spiders. |
| 24 | **Radially symmetrical.** A starfish is an example of a radially symmetrical being. |
| 31 | **Multipedal.** Many feet and possibly a corresponding Number of manipulative limbs. |
| 32 | **Piscean.** Fishlike beings. May or may not be restricted to water environment. |
| 33 | **Reptilian.** Reptile-like beings usually with scales and often with tails. Includes snake-like beings. |
| 34 | **Humanoid.** Though similar in form to a human, they may be vastly different in the details of appearance. |
| 41 | **Cetacean.** Whale or dolphin-like beings. |
| 42 | **Botanic.** Plant-like beings, including molds & fungi. |
| 43 | **Non-organic.** This is a broad classification that includes, mineral-based life forms, energy-based beings and even robots. |
| 44 | **Combined.** Roll twice more and combine the results. |

From Here — Return to the Table that sent you here . . .

# 749:
# Nobles

Use only if directed here by another table

The peerage of the realm (or of the galaxy!) usually have a specific rank or title. The ones provided here are representative of the Culture Levels use in this *Central Casting* book. Use the title in your world that most closely corresponds to the selected rank of Nobility.

**Instructions:** Roll a d100 to determine the title possessed by a Noble and match the result against *Table 749A: Noble Notes.* Follow the steps below to define the Noble's power and influence. For a Noble whose Technoculture has not been previously determined, select the Tech Level on *Table 102A* and the Culture on *Table 102B.* If the character's sex has not been determined, roll for Hi/Lo. Hi = female. Lo = male.

**Title:** The titles for Nobles are given in terms of western European and British peerage, along with a number of tribal-type leadership titles. They are listed (top to bottom) in a rough hierarchy of who is more important than whom. If the Noble is an alien or if the GM's future history is based on some other form of society, he is going to have to convert these titles to ones that correspond with his chosen milieu.

**TiMod:** Each title has an associated *Title Modifier (TiMod),* a number that is added to the character's die roll (and *CuMod*) when Social Status is rerolled (see below). Some *TiMods* are created by rolling dice.

**Influence:** Roll a d100 and add the NPC Noble's *TiMod* to the result. Match the total against *Table 749B: Sphere of Influence* to determine the actual extent of a Noble's influence and power. If interplanetary or interstellar travel is not a part of the game, limit influence to Local or Planetary only.

**Lands:** Roll the indicated dice. This is the number of square miles of land possessed by the Noble or at least deeded to him by his liege lord (usually in the form of personal estates).

**Player Characters:** For player characters who are the offspring of Nobles, the final step is to return to *Table 103: Social Status* and reroll Social Status, adding both the character's *TiMod* (see above) and *CuMod* to the roll.

**Roleplay:** Nobles exist and live by the works of others, having social value only when they coordinate, represent and protect those who do work. The justification of Nobility in a futuristic setting is based on the *assumption* that the accident of birth makes some people more fit to lead others. The continuance of Nobility is based upon the *facts* that "them what has, gets more" and "might makes right."

**Gameplay Benefits:** Unless it has already been determined that a character's parents have died, a player character of Noble Social Status will begin as the child of an NPC Noble and will have no actual title himself.

Due to their assumed importance to the scheme of things, characters of Noble birth may add 1d4 points to their Charisma attribute so long as it is publicly known that they are a Noble.

An NPC Noble will have guards or other retainers with him at all times. The number will be equal to the the character's *TiMod.* At the GM's discretion, a Noble player character may be able to command loyal retainers to follow him. A Noble will have 1d4 hobbies in addition to an occupation. Select these hobbies on *Table 419: Hobbies.*

**GMing Note:** Players character Nobles who insist on being public figures should find themselves subjected to unwanted attention much the same as a celebrity or popular political figure might encounter in our own society.

| d100 | 749A: Noble Notes (roll a d100) |
|---|---|
| 01 | **Emperor** (Empress): Rules over kings and princes. *TiMod:* 10d10. *Lands:* 1d20x10. |
| 02-03 | **High King** (High Queen): Rules over lesser kings and/or queens, often an elected position. *TiMod:* 8d10. *Lands:* 1d20x5. |
| 04-05 | **King** (Queen): Ruler who is the supreme authority in his land. A king normally owes fealty to no other. *TiMod:* 7d10. *Lands:* 1d10x10. |
| 06-10 | **Kahn** (Kahna): Powerful nomad. Rules a great tribe or tribal federation. *TiMod:* +5d8. *Lands:* 1d10x5. |
| 11-15 | **Archduke** (Archduchess): Royal duke, possibly next in line for the throne, always a sibling of a king or queen. *TiMod:* +4d10. *Lands:* 1d10x5. |
| 16-20 | **Prince** (Princess): Child of a king or an emperor. Also may be the ruler of a Principality in which case he is equal to a king. *TiMod:* +4d10. *Lands:* 1d20x5. |
| 21-25 | **Duke** (Duchess): Rules over one or more marquises. *TiMod:* +4d8. *Lands:* 1d10x5. |
| 26-35 | **Marquis** (Marquese): Rules over one or more viscounts. *TiMod:* +3d10. *Lands:* 1d20+12. |
| 36-45 | **Viscount** (Viscountess): Rules over one or more counts. *TiMod:* +3d8. *Lands:* 1d20+10. |
| 46-50 | **Chieftain:** Tribal leader, usually leads a single tribe. *TiMod:* +3d6. *Lands:* 2d6+8. |
| 51-55 | **Jarl or Eorl:** Barbaric equivalent of a marquis, count or baron — often appointed to the position. *TiMod:* +3d6. *Lands:* 1d6+4. |
| 56-65 | **Count or Earl** (Countess): Rules over barons. *TiMod:* +2d8. *Lands:* 2d10+4. |
| 66-75 | **Baron** (Baroness): Rules a barony, smallest sized fiefdom. *TiMod:* +1d20. *Lands:* 1d10+4. |
| 76-85 | **Baronet** (Baroness): Below a baron, given to commoners. *TiMod:* +2d8. *Lands:* 1d10. |
| 86-90 | **Subchieftain:** A tribal chieftain's lieutenant. *TiMod:* +2d6. *Lands:* 1d8. |
| 91-95 | **Knight** ("Sir" or "Lady"): An earned title which cannot be inherited. Usually granted by a king. *TiMod:* +2d6. *Lands:* 1d4. |
| 96-00 | **Hetman** (Hetwoman): A village leader. *TiMod:* +1d6. *Lands:* 1d4. |

| 1d100 | 749B: Sphere of Influence |
|---|---|
| 01-70 | **Local:** influence limited to a country and its neighbors, either by control or reknown (fame). |
| 71-95 | **Planetary:** influence affects the entire planet. |
| 96-110 | **Interplanetary:** influences affects a whole star system, either by control or reknown (fame). |
| 110+ | **Interstellar:** influence affects multiple star systems, either by control or reknown (fame). |

**From Here — Return to the Table that sent you here ...**

# 750:

# Artificial Persons



Use only if directed here by another table

Robots, androids, computers, even spacecraft have been depicted as having self-aware intelligence in both fiction and film. Like humans, they make decisions, display emotions and have unique personalities. What follows is a way to rough out those artificial "persons" that the character encounters.

**Instructions:** First, roll a d20 and match the result against Table *750A: Primary Function.* This defines the artificial person's primary purpose. Next, roll a d10 and match the result against *Table 750B: Intelligence Levels* to determine how intelligent the artificial being may be. Next, roll a d20 on *Table 750C: Body Types* to determine the general appearance and physical construction of the artificial being.

Next, roll a d20 to determine the size of the being relative to a human. Assume that a human character would be size 9-12. A being of size one would be incredibly tiny. Something size 4-5 would be like a cat or dog. Something size 14-15 would be as big as a car. A being the size of 20 would be gigantic.

Finally, if the artificial being is self-aware, develop it like an NPC person. Go to *Table 107B: Noteworthy Items* and follow the directions there to create a quick background for the artificial being. Use your game system's own rules to fill in details about the specific features and functions of robots.

**Roleplay:** Discuss society's treatment of robots and intelligent computers with your GM. Are they hated, feared, or misunderstood by the general populace—or are they loved and cherished? Does society treat intelligent robots as sentient beings or are they property? How "human-like" might this artificial person act and sound. Does a robot "die" when it loses power or does its personality remain intact through a power down?

| d20 | 750A: Primary Function (roll a d20) |
|---|---|
| 1-2 | **Computer.** Add 1 to *Table 750B* die roll. Add 1d10 to *Table 750C* die roll. |
| 3-4 | **Servant.** Add 1 to *Table 750B* die roll. Add 1d10 to *Table 750C* die roll. |
| 5 | **Medical/Surgical.** Add 1 to *Table 750B* die roll. Add 1d10 to *Table 750C* die roll. |
| 6-8 | **Maintenance/Repair Robot.** |
| 9-10 | **Cleaning Robot.** |
| 11-12 | **Agricultural Robot.** |
| 13 | **Police Robot.** Add 1 to *Table 750B* die roll. Add 1d10 to *Table 750C* die roll. |
| 14 | **War Machine.** Add 1d10 to *Table 750C* die roll. |
| 15-17 | **Ground Vehicle.** |
| 18-19 | **Aircraft.** |
| 20 | **Spacecraft.** Add 1 to *Table 750B* die roll. Select additional details regarding this vehicle on *Table 866: Spacecraft.* |

| d10 | 750B: Intelligence Levels (roll a d10) |
|---|---|
| 1 | **Unaware.** Merely a machine. The robot is programmed to perform a task and is incapable of action outside that task unless reprogrammed. |
| 2-3 | **Flexible.** Can make logic decisions based on information outside its original programming. |
| 4-9 | **Self-Aware.** The machine knows it exists and desires to maintain its own existence. Capable of creative problem-solving. |
| 10+ | **Hyper-Aware.** The machine's capabilities and potential exceed those possible by living beings. |

| d20 | 750C: Body Types (roll a d20) |
|---|---|
| 1-6 | **Machine-like.** Designed to fulfil a specific task, its form and appearance are tailored to its function. Little concern is given to making it "look" like a classic robot. May include computers, ground vehicles, aircraft, spacecraft, tools, and battle machines. |
| 7-9 | **Bestioid.** Designed to mimic the shape of an animal, often one whose function it also duplicates, such as a robot dog, horse, bird, etc. |
| 10-14 | **Humanoid.** Designed to mimic human shape, but still retain the appearance of a mechanical device. Usually found in robots whose function is to deal directly with human beings. |
| 15-17 | **Alienoid.** Like the humanoid robot, but designed to mimic the shape of its alien creators. |
| 18-19 | **Android.** Though the word is interchangable with "humanoid," this robot's mimicry of a living being is nearly complete. Simulated flesh and hair create the illusion of a living being. |
| 20 | **Biosynthetic.** This is an amalgamation of living tissue and electronics similar to a cyborg (see *Table 861: Bionics*). Unlike a cyborg, the biosynthetic is made of tissue grown and shaped in a laboratory and was itself never part of a living being. |

**From Here — Return to the Table that sent you here . . .**

# 751:
# Unusual Pets

Use only if directed here by another table

If this table is being consulted, then at some point in his life, the character has obtained an unusual pet.

These pets have above average intelligence for an animal (mutant, alien or otherwise). Unless specificed otherwise the pet looks like and is as large as its more comon brethren. Most such pets will be unusually long-lived.

**Instructions:** Roll a d20 once for the type of pet on the table below. Then go to *Table 751B: Special Pet Abilities* for the pet's powers or skills.

**Roleplay:** The pet is the character's constant companion and would probably rather die than be separated from its master. To roleplay the pet, think of that special pet you may have once had, the one that followed you everywhere.

## 751A: Special Pet Types (roll a d20)

| d20 | Pet | d20 | Pet (continued ... ) |
|---|---|---|---|
| 1-2 | Dog | 12 | Big insect |
| 3-4 | Cat | 13 | Ferret |
| 5 | Rabbit | 14 | Big spider |
| 6 | Lizard | 15 | A big cat (lion, tiger, etc.) |
| 7 | Monkey | 16 | A mini-dragon |
| 8 | Raccoon | 17 | Lab construct (see below) |
| 9 | Rat or mouse | 18 | Robot animal (see below) |
| 10 | Snake | 19 | Mutated animal (see below) |
| 11 | Hawk | 20 | Something alien (see below) |

**Lab Constructs:** Like mutants, lab constructs can combine the features of several animals, or they may have been "enhanced" by research scientists with human-like capabilities such as hands with opposing thumbs. Reroll 1d2+1 times on this table and combine the animal types in a creative manner. Remember to combine in at least one "human" feature.

**Robots:** These are not true creatures, but mechanical constructs designed to look (and often act) like the real animal. Select details regarding the robot on *Table 750: Artificial Persons.* Do not use *Table 750C: Body Types.* Reroll the animal type on this table.

**Mutants:** Generally these are creatures who have been genetically altered by radioactive catastrophes. Reroll 1d2+1 times on this table and combine the animal types in a creative (or icky) way. Example: A spider/cat combination could be an eight-eyed, eight-legged furry cat.

**Aliens:** These are the alien equivalents to one of the animals on this table. While they are not cats or dogs, lizards or hawks, they remind one of those terrestrial creatures. Reroll the type on this table.

## 751B: Special Pet Abilities

**Instructions:** First, roll a d10. On a roll of 7 or greater, the pet's special abilities are unknown to the character. The GM should roll and record these attributes.

Next, roll a d3 for the number of special abilities possessed by the pet. For each ability, roll a d20 once on *Table 751B.* Reroll all duplicated abilities. The GM will need to determine how these abilities work within the game.

## 751B: Special Pet Abilities (roll a d20)

| d20 | Pet Abilities |
|---|---|
| 1 | Pet has wings (or an extra set of wings). |
| 2 | Very Intelligent—better than average human sentience. There is a 60% chance of it being able to speak an understandable language. |
| 3 | Pet is telepathic. Can communicate by mental speech. |
| 4 | Pet is unusually colored (go to *Table 856: Colors*). |
| 5 | Pet is made of some substance other than flesh and blood. Roll a d10 on the following subtable: |
| | 1-2 Steel (though some parts may be other metals) |
| | 3-4 Plastic (though some parts may be metallic) |
| | 5 Precious metal with gems for eyes. |
| | 6 Cloth (a "stuffed animal") |
| | 7 Precious stone (gemstone) |
| | 8 Stone (granite, marble, etc.) |
| | 9 Wood |
| | 10 Roll twice more on this table. Reroll duplicates below 10. |
| 6 | Pet has the ability to slip between alternate universes (or dimensions). |
| 7 | Pet has 1d4 psionic powers. Select them on *Table 862: Psionics.* |
| 8 | Pet is invisible to all but the owner. This will probably lead people to believe that the pet is imaginary. |
| 9 | Pet regenerates damage done to it. |
| 10 | Pet has been cyborged. Portions of the animal have been replaced with bio-mechanical "bionic" parts. Roll a d4 to determine the number of bionic parts, then use *Table 861: Bionics* to select those parts. |
| 11 | Pet has unusual size. Roll a d6 for Hi-Lo. Hi – pet is unusually large for its species (even gigantic). Lo – pet is unusally small, a miniature animal. |
| 12 | Once per day, the pet may temporarily assume an attractive human (or humanoid) form (for 1d6 hours). |
| 13 | Spit deadly poison (potency is equal to 1d6 x creature's Constitution attribute). |
| 14 | Pet can produce food compatible with master's biosystem as a by-product of its own biosystem. |
| 15 | Pet's life energy (hit points or damage it can take) is added to the character's own as long as the pet lives. |
| 16 | Pet breathes fire—1d6 damage. |
| 17 | Pet can increase its size and strength 1d10 times their normal value, once each day for 1d6 hours. |
| 18 | Pet has human-like hands on its forlegs. |
| 19 | Pet can detect radioactivity. |
| 20 | Reroll 1d3 times on this table. A duplicate roll doubles the effectiveness of a duplicated feature. A pet will not have more than four special abilities. |

From Here — Return to the Table that sent you here . . .

# 752: Companions

Use only if directed here by another table

Here is the hero's companion, his trusted right-hand man, the faithful sidekick who has joined the character in adventure. The Companion may be a bumbler, a whiner, a bit of comic relief, or a serious hero with his own destiny to fulfil. Possibly the character himself may be merely the Companion's faithful sidekick?

**Instructions:** To develop a picture of the character's Companion, questions must be answered. Who is the Companion? Why has he joined up with the character? What are the Companion's feelings toward the character? What does the Companion seek to accomplish? Start with *Table 752A* and follow directions. Record information as you go.

**Roleplay:** The Companion can either be an NPC controlled by the GM or by the player. He should not be just "cannon fodder." Give the Companion personal goals that he can work out during adventuring. It may be that once those goals are accomplished the Companion parts company with the character to seek his own ultimate destiny.

## 752A: Who is the Companion?

**Instructions:** Roll a d10 and match the result against the table *752A* below to select the character's Companion. Select Companion's Technoculture on *Table 102* and his Social Status on *Table 103*. From Here: go to *Table 752B: Why a Companion?*

**Gender Note:** If the gender of the Companion is not predetermined, then roll a d6. A result of 1-4 is same sex as the character. A result of 5-6 means the Companion is of the opposite sex.

**1d10 752A: Who? (roll a d10)**

1 A childhood friend.
2 A Relative. Select on *Table 104D: Other Relations.*
3 An alien. Select on *Table 748: Aliens.*
4 A total stranger. Select on *Table 745: Others.*
5 A robot or computer. Select on *Table 750: Artificial Persons.*
6 A kid. Roll a d6. Add the result to 6 to find kid's age.
7 Sibling (roll a d6 for Hi-Lo: Hi = older, Lo = younger).
8 A professional adventurer. If the Companion is relatively more powerful than the character, assume that the character is *his* Companion.
9 Former enemy or rival. Select on *Table 753: Rivals.*
10 **GM ONLY:** See Entry #752A on *Table 967: GM Specials.*

## Table 752B: Why a Companion?

**Instructions:** Roll a d10 and match the result against the table below to select why the Companionry exists. From Here: Go to *Table 752C: What are his Feelings?*

**1d10 752B: Why? (roll a d10)**

1 Character saves his life.
2 They seek a similar goal (30% chance to be friendly rivals in this regard -- see *Table 753C: Rivals*).
3 Parents were Companions in adventure.
4 They share the same enemy (create a Rival on *Table 753: Rivals*).
5 They happened to be in the same place and in trouble at the same time.
6 The Companion imagines the character to be a real hero and wishes to learn from him.
7 The Companion's original intent was to steal from the character.
8 Companion feels a need to protect the character.
9 Mysterious voices and feelings told the Companion to seek out the character and join him.
10 **GM ONLY:** See Entry #752B on *Table 967: GM Specials.*

## Table 752C: What kind of Guy?

**Instructions:** Roll a d10 and match the result against the table below to learn the Companion's outlook on life. From Here: Give the Companion a name, develop him as an NPC on *Table 107: Parents & NPCs,* and round out his background.

**1d10 752C: What? (roll a d10)**

1-3 **Loyal Friend:** Companion might lay down his life for the character. Will support the character in all he does.

4-5 **Bumbling Buddy:** A buffoon who tries to be a hero, and may inadvertantly succeed more often than he fails. Give him comical quirks. Intensely loyal to the character, but not much help in a fight. May have an inferiority complex.

6 **Grim Ally:** Doesn't talk much. Does what must be done to the best of his ability. Dislikes frivolity, especially in the face of danger. Quite sure of himself at all times.

7 **Gung-ho Joe:** Enthusiasm is not his middle name, it's his first. Always ready for adventure, willing to leap into the fray and face unbeatable odds.

8 **Groaning Griper:** He may follow the character to Hell and back, but he doesn't have to like it and lets everyone know about it. May be a wise-cracking "smart mouth."

9 **Good ol' Boy:** A down-to-earth type who enjoys simple pleasures like hot food, cold drinks, good company, tall tales, and fast action. Loves a good knock-down fight.

10 **Incurable Romantic:** Imagines himself to always be questing after some greater goal. Always attempts noble and chivalrous deeds. Always quoting somebody, usually obscure poets and high-talking philosphers.

**From Here — Return to the Table that sent you here . . .**

# 753: Rivals

Use only if directed here by another table

Not everyone encountered during life is going to be the character's pal. There are those who will covet what the character has, who are jealous of what the character is, and who seek the same goals that the character seeks. These people become competitive rivals, unfriendly foes, or even deadly enemies.

**Instructions:** To gain a picture of the character's Rival, questions must be answered. Who is the Rival? Why is he an opponent? What are the Rival's feelings toward the character? What does the Rival seek to accomplish? Start with *Table 753A* and follow directions. Record information as you go.

**Roleplay:** The Rival is essentially a plot element for the GM to use, an opportunity to create a continuing bad guy to foil the character's activities. To develop the character's attitudes toward this foe, think about how you felt when you discovered someone didn't like you, especially if you liked that person.

**Optional Rule:** Each time the character has an encounter with the rival that ends with the Rival's own plans being thwarted, roll a d10 on *Table 753C.* If the result is the same as the Rival's current level of feelings, that level increases by one. Thus a *jealous* relationship would become an *intense* hatred.

## 753A: Who is the Rival?

**Instructions:** Roll a d10 and match against the table below to select who is the character's rival. The Rival is usually of the same Social Status as the character. Roll a d6. On a result of 1-4, the Social Status is the same. On result of 5-6, find the Rival's Social Status on *Table 103: Social Status.* From Here: Go to *Table 753B: Why an Opponent?*

**Gender Note:** If gender of the rival is not predetermined, then roll a d6. If the result is 1-4 the Rival is the same sex as the character. If the result is 5-6, the Rival is of the opposite sex.

**1d10 753A: Who? (roll a d10)**

| | |
|---|---|
| 1 | A former lover (if character is a child, reroll). |
| 2 | A relative. Select on *Table 104D: Other Relations.* |
| 3 | An Alien. Select on *Table 748: Aliens.* |
| 4 | A total stranger. Select on *Table 745: Others.* |
| 5 | A former friend. |
| 6 | An enemy of the family. |
| 7 | A sibling (roll a d6 for Hi-Lo: Hi = older, Lo = younger). |
| 8 | A professional rival, with the same occupation. |
| 9 | A friend (rivalry other than "friendly" is kept secret). |
| 10 | Reroll. If the result is 10 again, the rival is a god-like, super-powerful alien being, otherwise, use the result of the second roll. |

## Table 753B: Why an Opponent?

**Instructions:** Roll a d10 and match the results against the table below to select why the rivalry exists. From Here: Go to *Table 753C: What Feelings?*

**1d10 753B: Why? (roll a d10)**

| | |
|---|---|
| 1 | They love the same person. |
| 2 | They are sporting event rivals. |
| 3 | Their parents were rivals. |
| 4 | Rival is jealous of the character's looks. |
| 5 | An insult was percieved by one or the other. |
| 6 | They seek the same goal. |
| 7 | Rival is jealous of the character's possessions. |
| 8 | Always trying to outdo each other in everything. |
| 9 | Their distant ancestor's were rivals. |
| 10 | **GM ONLY:** See Entry #753 on *Table 967: GM Specials.* |

## Table 753C: What Feelings?

**Instructions:** Roll a d10 and match the result against the table below to learn the Rival's level of antagonism towards the character. If you wish, roll a d8 for the character's feelings towards the rival. **Optional:** From Here: If desired, give the rival a name, and develop him as an NPC on *Table 107: Parents & NPCs.* Set him up as a foil to the character's plans.

**1d10 753C: What? (roll a d10)**

**1-3 Friendly:** Rival and character can still be friends. Rival enjoys competing against the character. Rival may even remain a good friend.

**4-5 Jealous:** Rival dislikes the character, and takes secret pleasure in embarassing, thwarting or beating him. Physical injury is usually not intended, but if it happens, it happens. Rival may be appear to be a friend or ally.

**6-7 Intense:** Rival hates the character, and goes out of his way to foil him. Secretly hopes for the chance to injure the character in some way (physically, emotionally, financially, socially, etc.)

**8 Fierce:** Rival hates the character bitterly. This is an unhealable grudge. This rivalry often clouds judgement and could lead to no-holds-barred conflict. The rival maximizes all opportunities to thwart the character, hoping to cause injury in so doing.

**9 Deadly:** This is a potentially fatal hatred. Severely Injuring the character in any way is the rival's goal. He plots and plans the character's downfall as a part of his own path to success. Given the chance, the rival will kill the character.

**10 Obsessive:** The rival's entire life focuses on the character and his ultimate destruction. No risk to self or others is too great in the rival's quest to utterly destroy the character. In this competition, there can be only one survivor. See Obsession under *Table 644B: Exotic Personality Traits: Mental Afflictions.*

**From Here — Return to the Table that sent you here . . .**

# 854:
# Gifts & Legacies




Use only if directed here by another table

The character will sometimes be given a gift at birth or later in life. These gifts are sometimes given by someone of mysterious aspect (the ol' "mysterious stranger") or they might be a gift or inheritance from a relative, a friend, a mentor or a benefactor. The exact nature of these items should be determined by the GM. They may be disguised technological (even if not rolled as such), artifacts, heirlooms or pieces of mysterious junk. They can be shrouded in legend or merely annoying pieces of trash that are hard to get rid of.

These gift ideas are only catalysts, the GM must bear the weight of deciding why a gift is important. Gifts should be designed in such a way that they serve as a motivation for a great quest or at least an interesting adventure.

**Instructions:** Roll a d20 and match the result against the table below to determine the nature of that gift.

### d20 854: Gifts and Legacies (roll a d20)

1 A weapon. Make a d10 roll on the subtable below to determine the kind of weapon.

| | |
|---|---|
| 1 | An ornate dagger. |
| 2 | An ornate sword. |
| 3 | An automatic ballistic assault rifle. |
| 4 | A pearl-handled ballistic pistol. |
| 5 | A laser pistol (any form of "blaster" pistol). |
| 6 | A laser rifle (any form of "blaster" rifle). |
| 7 | An energy sword. |
| 9 | A plasma energy weapon. |
| 10 | An archaic weapon (something from another time or place, like a blunderbuss musket, a crossbow, a spear, a flint hand ax, etc.) |

2 The guardianship of a young ward. This is an NPC. Create this person as if it were a companion to the character. See *Table 752: Companions.*

3 An Unusual Pet. Roll type of pet on Table *751: Unusual Pets.* This pet will survive at least until the character starts adventuring.

4 A piece of jewelry. Make a d10 roll on the subtable below to determine the kind of jewelry.

| | | | |
|---|---|---|---|
| 1 | Amulet. | 6 | Torc (neck ring). |
| 2 | Necklace. | 7 | Pin or brooch. |
| 3 | Earrings. | 8 | Large crown. |
| 4 | Tiara (small crown). | 9 | Medal. |
| 5 | Ring. | | |
| 10 | Roll again on this subtable, but the jewelry is extremely valuable, more so than its looks reveal. | | |

5 A technological wonder. Select the device on *Table 855: Techno-Wonders.*

6 An archaic device that functions like a technological wonder. Select the device on *Table 855: Techno-Wonders.*

7 A key.

8 A locked or sealed book or data recorder/player.

9 A sealed cannister with an alien creature floating in it. The creature seems to be alive.

10 A sealed bottle (determine contents).

11 A care-worn, but functional old space suit.

12 An old, but functional, space ship. Select details on *Table 866: Spacecraft.*

13 A vintage vehicle, possibly even an internal combustion relic from the "old days."

### d20 Gifts & Legacies (continued ...)

14 A deed to a property. Make a d20 roll on the subtable below to determine what the deed is to.

| | | | |
|---|---|---|---|
| 1 | An apartment building | 10 | An abandoned mine |
| 2 | An ancient fortress | 11 | An ancient house |
| 3 | A country manor. | 12 | Swampland |
| 4 | A tract of jungle | 13 | An office building |
| 5 | An old restaurant | 14 | An old military base |
| 6 | A factory | 15 | A remote island |
| 7 | Amusement park | 16 | A mysterious forest |
| 8 | Ancient ruins | 17 | An old temple/church |
| 9 | An asteroid | 18 | An inn (or hotel) |
| 19-20 | The deeded property is on a far planet. Reroll. | | |

15 A musical instrument.

16 A piece of clothing. Roll a d20 on the subtable below.

| | | | |
|---|---|---|---|
| 1 | A hat | 9 | Boots |
| 2 | Shoes | 10 | A space suit helmet |
| 3 | A belt | 11 | A complete space suit |
| 4 | A cape | 12 | An unusual coat |
| 5 | A tunic | 13 | A woman's dress |
| 6 | Pants | 14 | Priestly garb |
| 7 | A one piece jumpsuit | 15 | A military uniform |
| 8 | Deep sea diving gear | 16 | Ultra-cold weather gear |
| 17-20 | Roll 1d4 times on this table. The pieces are part of a related set, possibly an unusual costume. | | |

17 A file of papers. Make a d10 roll on the following subtable to determine what the pouch contains.

| | |
|---|---|
| 1 | An ancient ancestor's letter to his descendants. |
| 2 | A map. |
| 3 | An undelivered letter. |
| 4 | Diagrams and plans for a mysterious invention. |
| 5 | A chemical formula for a popular soft drink. |
| 6 | A wild story of adventure. |
| 7 | A last will & testament. |
| 8 | A treasure map! |
| 9 | The character's true (and colorful) family history. |
| 10 | Roll for 1d2+1 items. Reroll results of 10. |

18 A sealed trunk. There is a 60% chance that it contains 1d3+1 additional items from this table.

19 A suit of light flexible, metallic body armor.

20 Roll again. The resulting item definitely has at least one special function and some great significance to the character's destiny and the over-all scheme of things.

**From Here — Return to the Table that sent you here ...**

# 855:
# Techno-Wonders

Use only if directed here by another table

Techno-Wonders are those devices, inventions and artifacts whose level of technology, sophistication or technical feasibility is beyond that commonly found in the game system. These things are almost magic. If the selected device already commonly exists in your game system, assume that the Techno-Wonder is a radical improvement or variation on the existing technology.

**Instructions:** Roll a d20 on the following table to select this wonderful bit of technology.

**Roleplay:** Imagine finding something you've never seen before. You don't understand how it works, but what it does do seems miraculous. Your character may be just a little bit in awe, even frightened of his discovery. On the other hand, some folk may do anything to get their hands on this new wonder device.



## d20 Techno-Wonder (roll a d20)

1 **Time machine.** It moves through time, it moves through space, going anywhen, traveling anyplace.

2 **Genetic Manipulation Equipment.** This equipment allows controlled modification of a living creature's genetic material, possibly causing changes in the creature itself.

3 **Battle Armor.** This powered armor protects against damage and the vacuum of space, enhances physical abilities, and provides several types of weaponry.

4 **Battlebot.** This powerful, usually humanoid robot-like war machine requires a pilot to function.

5 **Faster-than-light (FTL) space drive.** If FTL capability already exists, this drive is either a radical improvement on existing technology or a new way of thinking about crossing the vast gulfs between the stars.

6 **Bio-regeneration equipment.** This is the ability to repair or replace damaged body parts by growing new ones either within or without the body.

7 **Star gate.** Allows immediate transportation between linked gates in the same or vastly distant star systems.

8 **Dyson sphere.** This is an enclosed solar system, with a sun at its center and its population living on the inside of the sphere.

9 **Personal shield.** This is electronic armor that creates a defensive and even confusing energy screen around the character or his vehicle.

10 **Cloaking device.** Shields larger equipment, such as a spacecraft or a battlebot from both the naked eye and sophisticated electronic sensing devices.

11 **Lifelike bionics.** Bionic replacement is nearly indistinguishable from a living body part.

## d20 Techno-Wonder (continued ...)

12 **Wetware.** Programming, skills or knowledge that plugs directly into the brain via an external hookup. Also allows knowledge in a brain, including personality, to be stored electronically.

13 **Cloning equipment.** This is the technology to faithfully and successfully reproduce one or many organisms from one living/frozen tissue cell.

14 **Self-aware electronics.** This is a machine that possesses all the requirements for sentient life, possibly even a soul. Could be a computer, a robot or another device listed on this table. *Table 750: Artificial Persons* gives more information on sentient robots and computers.

15 **Anti-grav.** This equipment uses the force of gravity against itself, causing things to float off the ground.

16 **Longevity drugs/devices.** This technology stops or slows the aging process to a bare minimum. With it a man could possibly live forever.

17 **Doomsday device.** This weapon can destroy a planet, maybe even a star!

18 **Energy weapon.** This hand-held weapon is more powerful and possibly even more deadly to the user and his target than any similar device known.

19 **Unknown object. GM ONLY,** see entry #855 on *Table 967: GM's Specials.*

20 **Alien artifact.** In a fantasy game, this would be an exotic magical item. In an SFRP game, its a technological object of unknown powers, usually left by a long dead alien race. Have your GM select or create several powers for this object.

**From Here — Return to the Table that sent you here ...**

# 856: Colors

Use only if directed here by another table

This table is used when an exotic color is required for a physical attribute or object. Colors are assumed to be rich, bright and saturated (though they could be muted too).

**Instructions:** Roll a d20 to determine the color.

**d20 856: Color (roll a d20)**

| | |
|---|---|
| 1 | Red (also Crimson, Scarlet or Blood red) |
| 2 | Red Orange (Sunset orange) |
| 3 | Orange |
| 4 | Yellow Orange |
| 5 | Yellow |
| 6 | Yellow-Green (Citrine) |
| 7 | Green (also Emerald) |
| 8 | Blue-Green (also Aquamarine, Tourquoise) |
| 9 | Blue |
| 10 | Blue-Violet (also Royal blue) |
| 11 | Violet (also Purple, Lavender) |
| 12 | Red Violet (also Magenta, Hot pink, Fuschia) |
| 13 | Pink |
| 14 | White (Snow white, Off white, Ivory) |
| 15 | Black (Ebony, True-black) |
| 16 | Gray |
| 17 | Maroon (Reddish or Purplish brown) |
| 18 | Reroll the color. The color has a metallic sheen. |
| 19 | Reroll the color. The color has a pearlescent look. |
| 20 | Reroll the color, rerolling results over 19. Then roll a d6 for Hi/Lo. If the result is Hi, the color is mixed with white to produce a pastel tint. If the result is Lo, the color is mixed with black to produce a dark shade. |

# 857: Birthmarks

Use only if directed here by another table

If a character is determined to have an unusual birthmark, that birthmark will generally be brown or red (on humans, aliens are probably different), unless another color is indicated.

**Instructions:** Roll a d20 on the table below to determine the type of unusual birthmark possessed by the character. Then roll a d10. If the d10 result is a 10, then the birthmark is a color other than normal. Select the color on *Table 856: Colors*. In addition, the body location of the birthmark must be determined on *Table 858: Body Locations*.

**857: Birth Marks (roll a d20)**

| 1d20 | | 1d20 (continued ...) | |
|---|---|---|---|
| 1 | Dragon | 11 | Spiral Galaxy |
| 2 | Skull | 12 | Claw |
| 3 | Bat | 13 | Eagle (or hawk) |
| 4 | Sword | 14 | Star |
| 5 | Hand | 15 | Animal (you pick one) |
| 6 | Fist | 16 | Fish |
| 7 | Cross | 17 | Geometric pattern |
| 8 | Spiderweb | 18 | Alchemical symbol |
| 9 | Spider | 19 | Stellar Constellation |
| 10 | Heart | 20 | Weird (see note below) |

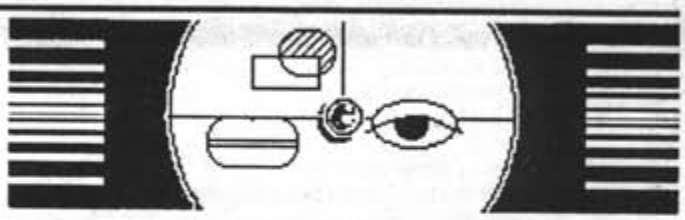
**Weird Birthmark:** Roll again on this table to determine what the birthmark looks like. The birthmark then has a unique aspect, like glowing or looking like the real thing, not just a mark on the skin. Possibly it is a focal point for a psionic power or special talent that the character may also possess.

# 858: Body Locations

Use only if directed here by another table

This table is used to determine the body locations of physical features, such as birthmarks, tattoos, wounds, afflictions, etc. on a humanoid body. For aliens (or animals) create a hit die table similar to the one found here for each type of creature.

**Instructions:** Roll a d20 to determine body location.



**858: Body Location (roll a d20)**

| d20 | | d20 (continued ...) | |
|---|---|---|---|
| 1 | Right foot | 10-13 | Chest |
| 2 | Left foot | 14 | Right Arm |
| 3 | Right Leg | 15 | Left Arm |
| 4 | Left Leg | 16 | Right Hand |
| 5-6 | Abdomen | 17 | Left Hand |
| 7-8 | Buttocks | 18 | Head |
| 9 | Back | 19-20 | Face |

**From Here — Return to the Table that sent you here ...**

# 859:
# Talents, Mutations & Modifications

Use only if directed here by another table

Many game systems provide characters with special powers, talents and liabilities. Here are a few more to spice things up. Where do they come from? Well, you're a bright person, come up with something that fits the character's background.

**Instructions:** Roll a d20 and match the result against the table below to select the talent, mutation or modification.

**Roleplay:** Unusual or uncommon appearances & abilities set characters apart from the rest of humanity (or whatever). While these differences may not be offensive or harmful, characters who are "different" may be subject to behind-the-back whispers, strange looks and curiousity seekers throughout life.

## d20 859: Talents... (roll 1d20)

1 Select 1d4 personality traits on *Table 312A: Personality Trait Check.* Reroll results indicating no trait.

2 Subtract/Add 1d6 points from an attribute. Roll for Hi/Lo. Hi = Add, Lo = Subtract. Then roll a d8 on the subtable below to select the affected attribute.

1 Strength
2 Intelligence
3 Luck
4 Dexterity
5 Constitution
6 Charisma
7 Appearance
8 Reroll twice on this subtable, to affect two attributes.

3 Character has unusual size. Roll for Hi/Lo. Hi = much larger (20 to 60%) than species norms. Subtract 1 from Dexterity. Lo = much smaller (20 to 60%) than species norms.

4 Character heals twice as fast as a normal being.

5 Character is Bad Luck and causes friends to fumble (have accidents during skill checks). Roll a d6 to find his Bad Luck rating. Each time a friend misses a skill use roll, roll a d10. If the result is less than or equal to the Bad Luck rating, the friend has a serious accident, such as wounding himself or a friend, or pouring a soft drink into a computer keyboard.

6 Character is Good Luck. His presence improves all the skill rolls of his companions by 1 rank or (+1 bonus to nonskill rolls) when within 20 feet of them.

7 Through a combination of acting skills and a strange mutation, the character can radically alter his appearance to resemble other members of his own race or similar races and even members of the opposite sex.

8 Roll a d6 to select one of the special abilities listed below.

1 Can breathe in air or water (or an exotic atmosphere?)
2 Photographic memory.
3 Within six hours, the character can change his form into that of any being he touches.
4 Not hurt by extremes of heat or cold.
5 Bones in the body have been replaced with steel.
6 Can go without air for 1d4 hours.

9 Character always seems to be blamed for the commission of heinous acts that occur in the same locale.

10 Character is naturally lucky. Roll 1d3 and multiply the result by 5 to obtain the character's Luck percentage. If the result of a die roll for any skill, combat or saving roll is within this percentage of the amount needed, the roll is successful.

11 Character has a natural immunity to psionics. Roll a d8 and multiply the result by 5. The result is the percentage chance that the character will be immune to the effects of any psionic ability used against him.

## d20 859: Talents... (continued...)

12 Character gains a unique talent, something that he can quietly use to his or others' benefit when the need arises. Roll a d8 to select this unique talent on subtable below.

1 **Blind Trust.** Other beings want to trust the character as if he were their best friend.
2 **Sense Evil.** The character can detect the presence of evil in a thing, a person or a place (reverse this for evil NPCs). Evil beings can attempt to shield their nature.
3 **Insight.** The character, should he think to do so, can question the wisdom or advisability of an action (i.e. ask the GM). This is a skill that begins at Rank 1 but never rises above Rank 6. Answers should always be vague and allow for misinterpretation.
4 **Direction Bump.** If the character asks, he will know which direction is north, up or down, the center of the galaxy, etc.
5 **Sense Psionic Activity.** Character can detect the current or recent presence of psionic activity in a person, place or thing.
6 **Encourage Others.** This talent encourages others to perform 1d3 Ranks above their normal skill, but temporarily restricts the character's own skills to a maximum Rank of 2.
7 **Romantic Rapport.** The character easily establishes a rapport of trust, friendship, or even love with members of the opposite sex.
8 **Sense Danger.** If the character asks, he will get a hazily vague response from the GM as to whether or not a place holds danger for himself or others.

13 Character is born with a natural talent. Select the talent on *Table 865: Unusual Skills.* He has the selected skill at Rank 5 proficiency.

14 Character is a true hermaphrodite, with functioning male and female organs and secondary sexual characteristics. He/she has an androgynous appearance, making it difficult to tell if the character is male or female (since he/she is both).

15 Character has a psionic power. Determine the ability on *Table 862: Psionics.*

16 Character is an albino, with pale almost white skin and hair, and pink eyes. Subtract 1d3 points of damage per hour of unprotected exposure to strong sunlight.

17 Character is unaffected by disease.

18 Character has a natural aptitude for learning. Whenever a new skill is learned, the character always learns it at one Rank higher than would normally be the case.

19 Character acquires an unusual tattoo, select the tattoo on *Table 857: Birthmarks,* its location on *Table 858: Body Locations,* and its predominant color on *Table 856: Colors.*

20 Roll a d3. Roll the resulting number of times again on the table and combine the results in a logical manner.

From Here — Return to the Table that sent you here...

# 860:
# Serious Wounds

Use only if directed here by another table

More than just a skinned knee, a broken arm or a clean laser burn—these are injuries that leave lasting physical effects, visibly scarring, reducing physical attributes, or permanently removing a body part. The injuries are not fatal, but they affect the character for the rest of his days.

**Instructions:** Roll a d20 and match the result against the table below to select the injury that has occurred. Unique affects for the wound are included with the description. More common symptoms and effects are indicated by the footnotes in parentheses following the table entry. If more than one footnote follows, apply them all.

**Roleplay:** These injuries are physical reminders of something in the character's past—a war wound, the by-product of torture, the end-result of a mugging. Along with the physical scars, there may be mental and emotional scars too. Imagine how the character will react if once again confronted with the person, creature or situation that caused the injury.

Also imagine how others might react to the character's injury. Is he now known as "ol' Cyclops" or "Scar-face?"

### Footnotes

① Roll a d100. On a result of 1-50 add 1 point to Charisma attribute. On a result of 51-00, subtract 1 point from Charisma attribute.
② Subtract 1 point from Dexterity attribute.
③ Subtract 1 point from Appearance attribute.
④ Reduce all skills requiring manual dexterity by 1 Rank.
⑤ Movement speed is half normal, unless an artificial limb is attached. Roll a d100 to find percentage of speed regained with artificial limb.
⑥ Subtract 1 point from Strength attribute.
⑦ Without painkillers, the character must Make an Intelligence Check (usually a d20 roll less than or equal to Intelligence attribute) to perform any action requiring concentration.
⑧ Movement speed is 3/4 of normal speed.
⑨ Subtract 1 point from Constitution attribute.

| d20 | 860: Serious Wounds (roll a d20) |
|---|---|
| 1 | **Impressive facial scar.** ① |
| 2 | **Impressive body scars.** Use *Table 858: Body Locations* to locate the most impressive scar. |
| 3 | **Eye put out.** Roll Hi-Lo. Hi is left eye. Lo is right eye. Depth perception is gone, reduce all combat and visual perception skills by one Rank. ③ |
| 4 | **Lose 1d4 teeth.** |
| 5 | **Ear is torn or cut off.** Roll Hi-Lo. Hi = left ear. Lo = right ear. Roll a d10. If the result is 7-10, a permanent hearing loss occurs, in which case, reduce all listening skills by two Ranks. ③ |
| 6 | **Disfigurement.** The injury causes terrible scars and/or rearranges the character's face in a manner which is unpleasant to look upon. Reduce Appearance and Charisma attribute by 1d10 each. |
| 7 | **Head Inury causes brain damage.** Roll a d8 on the subtable below to determine the effects of the injury. |
| | 1 Reduce Intelligence attribute by 1d3 points. |
| | 2 All skills drop one Rank. |
| | 3 Character develops a Mental Affliction. Select the affliction on *Table 644B: Mental Afflictions.* |
| | 4 The character develops an Exotic Personality Feature. Select the affliction on *Table 644: Exotic Personality Traits.* |
| | 5 Reduce Dexterity attribute by 1d3 points. |
| | 6 Increase one skill by 1d8 Ranks. All other skills drop by 1d6 Ranks. |
| | 7-8 Roll 1d3+1 more times on this subtable. Do not reroll duplicates—add the effects together. |
| 8 | **Injury causes constant pain.** ②⑤⑦ |
| 9 | **Knee Injury** causes slowness and constant limp. After strenuous physical exertion (running, fighting, climbing), knee causes pain. ⑦ ⑧ |

| d20 | 860: Serious Wounds (continued ...) |
|---|---|
| 10 | **A body part is permanently severed** from the body. Roll a d6 on the table below to determine which body part is affected. |
| | 1 Hand. Roll Hi-Lo. Hi is left, Lo is right. ② ④ |
| | 2 Arm. Roll Hi-Lo. Hi is left, Lo is right. ② ④ |
| | 3 Foot. Roll Hi-Lo. Hi is left, Lo is right. ② ⑤ |
| | 4 Leg. Roll Hi-Lo. Hi is left, Lo is right. ② ⑤ |
| | 5 Thumb. Roll Hi-Lo. Hi is left, Lo is right hand. It is impossible to grip a weapon with that hand. |
| | 6 1d3 fingers. Roll Hi-Lo. Hi is left, Lo is right hand. If more than one is lost, it is impossible to grip a weapon with that hand. |
| 11 | **Injury heals badly** causing loss of attribute points (see footnotes). ② ⑥ |
| 12 | **Liver damage.** Constitution halved for protecting against poison damage. Alcohol becomes a poison. ⑨ |
| 13 | **Lung damage** causes racking cough and pain after physical exertion (running, fighting, climbing). ⑦ ⑨ |
| 14 | **Stomach Injury.** Causes recurrent nausea, particularly in stress situations, usually lasts 1d20 minutes (Subtract 1d10 Ranks of ability from skills during nausea). ⑨ |
| 15 | **Kidney damage.** Character needs three to four times the amount of water normally needed, otherwise body poisons build up, causing 1d6 points of damage daily. ⑨ |
| 16 | **Genital Injury.** Character loses all sex drive. |
| 17 | **Throat Injury.** Roll d10 for degree of voice loss, 10 being the worst, unable to speak at all. |
| 18 | **Back Injury.** Reduce Strength by 1d6 points. |
| 19 | **Bionic Replacement.** The damaged part has been replaced by a bionic part. Select the part to be replaced and other details on *Table 861: Bionics.* |
| 20 | **Multiple Injuries occurred.** Roll 1d2+1 times on this table. Duplicate rolls are discarded and not rerolled. Reroll results over 19. |

From Here — Return to the Table that sent you here . . .

# 861: Bionics

Use only if directed here by another table

Bionics refers to a branch of prosthetic medicine which focuses on actual replacement of damaged body parts with biological-electronic (shortened to "bionic") devices. Instead of a "wooden leg," the character gains a fully functional, robotic leg that responds like a real one. Instead of a glass eye, the character sees again, possibly with enhanced vision. Rather than wait for a transplant, a mechanical organ is implanted.

While it may seem strange to live with a mechanical device in the body, the character may stand to gain special powers that he might not otherwise have.

These tables define the part of the body to be replaced, determine the quality of its function and select its appearance.

**Roleplay & Cyborging:** A cyborg is any being with a bionic body part. However, when the proportion of machine parts exceeds biological ones the question of defining life may be raised. Is the character a man with machine parts or a machine with pieces of dead flesh attached to it? How does the character feel about being part or mostly machine? How does society treat cyborgs?

## 861A: Replacement Parts

**Instructions:** Begin here. If the part to be replaced has not been previously selected, roll a 2d8 on *Table 861A* to select a body part. If the Tech Level of the character's culture (or the culture which replaces the lost body part) is not greater than or equal to the level indicated after the body part, the replacement part is ALWAYS experimental (see entry #1 of *Table 861B: Function Quality*). From here, continue on to *Table 861B: Function Quality.*

## 861B: Function Quality

**Instructions:** Roll a d10 on *Table 861B* to select how well the bionic prosthetic functions. If the device has already been determined to be experimental in nature, (see *Replacement Parts* above), add 1 to the die roll and also see entry #1 on this table. The percentage chance after the function name is the base chance that the device will malfunction when used in a stress situation (essentially when used in an adventure). Not every action should require the bionic part to be stress-tested. Note that a skill check fumble indicates total device failure! From here continue on to *Table 861C.*

## 861C: Appearances

**Instructions:** If a device is experimental, see note below before rolling. Otherwise, roll a d10 on Table 861C to select what the bionic device looks like.

**Experimental Devices & Appearance:** If a character's bionic part is determined to be experimental, subtract 1 point from the character's die roll on *Table 861C: Appearances.*

### 2d8 861A: Replacement Parts (roll d28)

| | |
|---|---|
| 2 | **Nervous system**** (Tech level 13+). |
| 3 | **Digestive system*** (Tech level 11+). |
| 4 | **Both Arms.** (Tech level 9+). |
| 5 | **Both Eyes.** (Tech level 9+). |
| 6 | **Arm** (Tech level 9+). Roll Hi/Lo. Hi = Right. Lo = Left. |
| 7 | **Hand** (Tech level 9+). Roll Hi/Lo. Hi = Right. Lo = Left. |
| 8 | **Leg** (Tech level 9+). Roll Hi/Lo. Hi = Right. Lo = Left. |
| 9 | **Eye** (Tech level 9+). Roll Hi/Lo. Hi = Right. Lo = Left. |
| 10 | **Ear** (Tech level 9+). Roll a d6. 1-2 = left. 3-4 = right. 5-6 = both ears. |
| 11 | **Heart** (Tech level 9+). |
| 12 | **Both Legs.** (Tech level 9+). |
| 13 | **Lungs*** (Tech level 10+). |
| 14 | **Both Hands.** (Tech level 9+). |
| 15 | **Liver*** (Tech level 10+). |
| 16 | **Brain**** (Tech level 16+). partial replacement only. |

* If Tech level is 1 less than required, part is an obvious, external machine, otherwise, this part cannot be duplicated by a nonfunctioning prosthetic device. Reroll.

** If Tech level is not appropriate, reroll. This part cannot be duplicated by a nonfunctioning prosthetic device.

### 1d10 861B: Function (roll a d10)

| | |
|---|---|
| 1 | **Experimental device.** Reroll and add 1 to the dice roll. Add 1d20 points to the malfunction chance given with the selected function. |
| 2-3 | **Poor (30%).** Device functions in a minimal, inefficient or clumsy manner. Reduce any skills or attributes affected by the part by 1d3 Ranks/points. |
| 4-7 | **Duplicate original (05%).** Part functions like its organic counterpart, though in an untiring manner. |
| 8-9 | **Exceed original (10%).** Part functions like its organic counterpart, but enhances any skills or attributes that may be affected by it by 1d3 Ranks/points. |
| 10 | **Grant special powers (10%).** As for item 8-9 above, but the part gives the character special powers. Examples: a bionic eye might have infrared, ultraviolet, telescopic and microscopic vision. A bionic lung might breathe air, water or toxic vapor equally well. A bionic limb could contain weapons. |
| 11 | **Grant superhuman powers (15%).** As item for 8-9 and 10 above, but multiply any bonuses by 1d6. A character with this level of ability could perform feats of superhuman strength, or lightning dexterity. Use your imagination, but check everything with your GM. |

### 1d10 861C: Device Appearance (roll a d10)

| | |
|---|---|
| 0-2 | **External Organ Machine.** This is a device that duplicates the function, but not the appearance of the organ or limb. Examples: a portable external heart-lung machine, or robotic manipulation limb. |
| 3-6 | **Obvious Machine.** Part functions like the biological counterpart and even looks somewhat like it. However, no one would ever mistake it for the real thing. |
| 7-9 | **Duplicate Life.** The device is indistinguishable from the living body part, possibly even to the character himself. |
| 10 | **Exotic Appearance.** The device has been made to look exotic as a matter of choice, possibly to call attention to it. An eye might scintillate like an insect's, or a limb could be sheathed in reflective chrome. |

**From Here — Return to the Table that sent you here . . .**

# 862: Psionics

Use only if directed here by another table

Psionic abilities allow the character to manipulate the world through sheer mind power. Traditionally "common" psychic abilities are represented here (the GM may have to rule whether or not these abilities are allowed in his campaign).

**Instructions:** Roll a d20 and match the result against the table below to select a mental power (or powers). Then record relevant information on the worksheet and return to the table that sent you here.

**Using Psionic Abilities:** If the game system being used has rules for psionic abilities, use the power or powers that most closely match those selected from the table below. Otherwise, use the guidelines that follow.

Each power is a separate skill. Psychic powers can be improved like other skills. Unless another table states otherwise, use of psionic abilities begin at a Rank 1 skill.

To use a psionic ability in a simple manner, a character must expend Strength attribute points. The cost of each power is given in brackets (relative to a 3-18 Strength range). Difficult feats burn off more Strength than shown here (GM's discretion).

Expended Strength will be regained at the rate of 1/4 of the character's total points per 6 hours of complete rest (sleep or bed rest). Active characters cannot regain Strength points lost through psionic endeavors. If psionic power usage reduces a character to 0 (zero) Strength, the character will collapse into unconsciousness for 2d8 hours.

**Roleplay:** Even in a futuristic world, psionic powers are considered weird, even evil, particularly to the general populace. How will the character deal with his new powers? Will the character try to hide them or flaunt them openly and fearlessly?

| d20 | 862: Psionic Power (roll a d20) |
|---|---|
| 1 | **Psychic Bolt:** [15 minus Rank] The ability to summon and shape energy to shatter, burn or melt non-living matter. Each Rank of skill adds 1d6 to the character's possible damage. |
| 2 | **Psychometry:** [11 minus Rank] The ability to learn the past history of an object or person by touching it. |
| 3 | **Clairvoyance I:** [11 minus Rank] To see or sense things occurring at a distance not normally possible with normal senses. Character gets a fuzzy view of what is occurring —sound may be jumbled. Character may attempt to focus the power, but more often than not, visions are random (at the discretion of the GM). Upon attaining Rank 6, the character may use *Clairvoyance II* at Rank 1 ability. |
| 4 | **Clairvoyance II:** [13 minus Rank] Like *Clairvoyance I*, except that character may select what is wished to be seen and receives clear sensory impressions from wherever the point of visual reference is placed. Upon attaining Rank 6, the character may use *Clairvoyance III* at Rank 1 ability. |
| 5 | **Clairvoyance III (Astral Projection):** [17 minus Rank] Similar to *Clairvoyance II*, but character is able to create an impression that he is physically in that area (creating an astral image) and is able to change the point of view, as if he was walking around the place being viewed. |
| 6 | **Psychic Healing:** This is a healing ability that trades Strength points for lost hit points at the rate of 2 Strength points for each 1 point of damage. It will also cure a minor illness at the cost of 1d6 Strength, or a life-threatening disease at the cost of 3d6 Strength points. The character may use his Rank with the skill as if it were extra Strength points. Thus a Rank 3 Psychic Healer could Heal an additional 2 damage points (1 1/2 rounded up), at no additonal Strength cost. Minimum cost of 2 Strength per use. |
| 7 | **Hypnosis:** [11 minus Rank] Places victim in a sleep-like trance, open to suggestions from the hypnotist (within reason). At Rank 6 skill, the character also gains *Persuasion* at Rank 1 skill. At Rank 10, character also gains *Mind Control* at Rank 1 skill. |

| d20 | Psionic Power (continued ...) |
|---|---|
| 8 | **Persuasion:** [15 minus Rank] Mass Hypnosis that may be used against one additional target for each Rank of *Persuasion* skill possessed by the character. At Rank 6, the character gains *Mind Control* at Rank 1 skill. |
| 9 | **Telekinesis:** [11 minus Rank. Add one point for each 20 lbs of object weight over 10 lbs] Allows character to move inanimate objects by force of thought, even making them fly. |
| 10 | **Suspended Animation:** [8 minus Rank + # days suspended] Character enters a sleep-like state and exists without food, water, air, or heat for up to Rank+1d8 days. |
| 11 | **Teleportation:** [16 minus Rank] Allows the character to move between two places without actually crossing the distance that separates them. Rank increases distance. |
| 12 | **Mind Block:** [14 minus Rank] Character can attempt to shield against intruding or offensive psychic abilities. A mimimum rank is needed to block certain powers. Rank 1 blocks *ESP*. Rank 2 blocks *Hypnosis*. Rank 3 blocks projected thoughts. Rank 5 blocks mental probes. Rank 7 blocks *Mind Blast*. Rank 9 blocks *Mind Control*. |
| 13-14 | **ESP:** [11 minus Rank] Sense the surface thoughts of other minds. Detect the presence of others. |
| 15 | **Telepathy:** [13 minus Rank] Rank 1 = *ESP*. Rank 3 = Project thoughts into other minds. Rank 5 = Probe into other's minds. At Rank 7 may use *Mind Blast* at Rank 1. |
| 16 | **Mind Blast:** [11 minus Rank, plus 1d6] Using mental power only, character can do physical damage to a foe. Damage equals 1d4+ Rank. |
| 17 | **Body Control:** [11 minus Rank, plus the number of points added to attribute] With this power, the character can temporarily increase any attribute by 1d4 points. |
| 18 | **Mind Control:** [15 minus Rank] This is the ability to take over the mind of another for a short while. |
| 19-20 | Roll 1d3+1 more times on this table for additional mental powers. If subsequent rolls duplicate previous rolls, add 1d3 Ranks to skill with that power. |

**From Here — Return to the Table that sent you here . . .**

# 863:
# Appearances

Use only if directed here by another table

This table is primarily aimed at NPCs, but should a player desire, it can be used to develop his own character further.

**Instructions:** Roll a d3. The result is the number of itmes to select on this table. For each time, roll a d4 and a d10. The d4 represents the "10's" digit, the d10 is the "1's" digit. A d4 result of 2 and a d10 result of 0 would be 20. Modify descriptions as needed to be more appropriate for an alien race.

**Roleplay:** A character's personal affectations, that is, mannerisms that he has developed, his physique, how he dresses, and how he speaks are building blocks that you can use to develop unique characterization. While a character's outward appearance could be symbolic of his inward nature, it could just as easily be a mask, hiding the true character within. *Remember, appearances can be deceiving.*

## d4/d10 Noteworthy Appearance (roll a d4 & a d10)

10 **Foppish clothing.** The character dresses in vainly inappropriate, dandified clothing.
11 **Out-of-date clothing.** The character's clothing is from an earlier time period.
12 **Military garb.** Regardless of his past, he wears military-style uniforms.
13 **Clothing reveals profession.** Whatever the character does for a living is readily apparent in his clothing.
14 **Dresses simply.** Wears plain, unadorned clothing.
15 **Dresses well.** Clothing is smartly tailored and usually quite expensive.
16 **Dresses poorly.** Clothing is cheap, often gaudy and usually inappropriate to the occasion.
17 **Dresses Severely.** Wears strict, unadorned, no-nonsense clothing.
18 **Flashy.** Wears an excessive amount of jewelry and or designer label clothing.
19 **Rebel.** Dresses in a manner appropriate to someone who is culturally at odds with society.
20 **Unkempt.** Uncombed hair and a three-day beard (or unwashed for those who can't manage beard growth).
21 **Effeminate.** The character's actions remind one of a woman, even though a "real" woman might act otherwise.
22 **Macho.** The character hides any personal weaknesses behind an "I-can-handle-anything" tough-guy demeanor.
23 **Unusual speech.** The character's way of speaking sets him apart. Roll a d10 on the subtable below.
   1 Lisping voice. Replace "s" sounds with "th" sounds.
   2 Loud voice.
   3 Commanding voice. Sentences sound like orders.
   4 Hissing voice. "S" sounds are dragged out.
   5 Heavy accent.
   6 High-pitched voice (possibly even squeaky)
   7 Deep, low, gravelly voice (also "husky")
   8 Raspy, wheezy voice.
   9 Soft, whispery voice.
   10 Roll 1d2+1 more times on this subtable.
24 **Tattooed.** Has a prominent tattoo. Use *Table 857: Birthmarks* to determine its appearance.
25 **Casual demeanor.** Very relaxed. Nothing can be so important that it makes him get upset or hurry.
26 **Hyperintense.** Obviously no one understands the importance of this situation or they'd be upset too!
27 **Thin.** Character is noticeably thinner than average.
28 **Cadaverously thin.** Character is thin to the point of looking malnourished or a victim of war crimes.
29 **Body odor.** Character has a distinct odor. Smell may not be bad, but it is readily apparent.

## d4/d10 Noteworthy Appearances (continued ...)

30 **Overweight.** Character is heavier than average.
31 **Grossly overweight.** Character is so morbidly obese that normal motion is impaired.
32 **Unusually muscular.** Character has a body like a professional weight-lifter.
33 **Unusually frail.** Character looks like a slight wind would bowl him over.
34 **Greasy-looking.** Hair is oily, skin seems oily, mannerisms are oily. Looks like he might whip out either an illegal knife or an automobile sales agreement at any time.
35 **Impressive-looking.** First impressions are important and this guy looks like he could be a hero or a superstar.
36 **Unimpressive-looking.** At first glance, this character seems hardly worth noting, he is lost in the crowd.
37 **Stoop-shouldered.** Exhibiting bad posture, the character constantly hunches over.
38 **Extremely tall.** Character is much taller than average, towering above folk usually considered tall.
39 **Extremely short.** This character is so short that he is considered as being a dwarf or midget.
40 **Big (really BIG).** Character is substantially more massive than the average person, regardless of height.
41 **Petite (really small).** Character is smaller, substantially less massive and more delicate than the average person (but would not be considered a dwarf or midget).
42 **Hair.** Roll a d4 on the subtable below.
   1 **Hairless.** No hair on head.
   2 **Unusual hair style.** Most people do not and would not wear their hair this way.
   3 **Close-cropped hair.** Character wears hair much shorter than currently popular styles.
   4 **Very long hair.** Character wears hair longer than currently popular styles.
43 **Infirm.** Character suffers from a disease that plagues him with recurring and readily apparent symptoms, such as a hacking cough, chills, dizziness, open sores, boils, crippled limbs, gangrene, or changes in skin color, etc.
44 **Visible injury.** Character suffered a serious wound at some point in the past. The wound's effects are still apparent. Select the injury on *Table 860: Serious Wounds.*
45 **Attractive.** Members of the opposite sex find the character good to look upon.
46 **Unattractive.** Character is unpleasant to look upon.
47 **Plain.** Neither physically attractive nor repelling.
48 **Alien-looking.** Character has a weird, or alien look.
49 **Multiple features.** Roll 1d2+1 additional times on this table. If two rolls contradict each other, use the first roll and reroll the second.

**From Here — Return to the Table that sent you here ...**

# 864: Crimes

Use only if directed here by another table

When someone intentionally injures another, takes or ruins their belongings, violates their rights, or does anything that society considers as wrong, they have committed a crime. Society then takes upon itself the burden of punishing the criminal, normally fitting the punishment to the crime.

## Crime and Punishment

**Instructions:** Flip back to *Table 745: Others* to determine against whom the crime was committed. Select the victim's Social Status on *Table 103: Social Status*, then return here. Roll a d20 and match the result against the table below to select the crime committed. The normal punishment for each crime follows in footnote references after it. Apply them all. If a character is imprisoned for a crime, get details on *Table 540: Imprisoned!*

**Notes:** If the character *committing* the crime is Wealthy, reduce the length of the sentence by 1d4 years. If the character is Extremely Wealthy, roll 1 d6. On a result of 6, no sentence is served, otherwise reduce the sentence by 2d4 years.

## Criminals

These are people who commit crimes. Some are hard-core professionals, some only do it once (for whatever reason), and some do it because they are not, so to speak, well.

**Instructions:** Roll a d20 and match the result against the table. This is the criminal's primary illegal activity. If necessary, roll Hi/Lo for the criminal's sex. Hi = male. Lo = female.

Select the scale or extent of his illegal activities by rolling a d20. A low result means a criminal of relatively little importance, such as a street punk, or a murderer who killed once. A middle range result is an average career criminal with a long list of offenses. A high result is a well-known criminal, like a crimelord, who directs a criminal empire or possibly a sociopathic mass murderer who stalks the streets and heinously slays innocents.

**Roleplay:** Crime can change a character's life forever. If known, it brands him as a criminal, to be known forever by his crime, not by his profession or other deeds. If prosecuted, a character faces years of imprisonment or even physical injury. Family, friends or allies of the victim may come seeking compensation. Yet, a crime that remains unknown, can gnaw at the conscience forever.

Criminal NPCs are people who knowingly do wrong. They may be personable, nice to their moms, and give gifts to orphans, but ultimately, they prey on others (usually the weak) and see the world as their victim. Some elevate criminals to the status of hero. Others feel they are victims of society and can't help but do what they do (usually giving criminals more rights and privileges than their victims).

Before you make a criminal out to be a hero or feel too sorry for him, imagine yourself the victim of a crime, losing valuables ... or a loved one. That's part of what roleplay is all about.

**d20 864: Crimes & Criminal Type (roll a d20)**

1 **Murderer.** Kills people. Has a 30% chance to be a professional assassin who kills for cash. ⑧ ❻
2 **Kidnapper.** Grabs victim and holds him for ransom.⑧
3 **Burglar.** Breaking & entering specialist. ② or ❶ ❻
4 **Pickpocket.** Secretly removes valuables from passersby or stores and shops.① or ❶
5 **Extortionist or blackmailer.** ③
6 **Confidence artist.** A "con man." ①
7 **Thief.** Steals from them what has. Roll a d4 on the subtable below.
  1 Banditry. Robs travelers and raids villages.⑤❻
  2 Mugging. Robs lone victims.③ ❻
  3 Holding up banks or stores. ⑤
  4 Uses a computer to steal information. ②
8 **Smuggler.** Transports illegal goods. ②
9 **Racketeer.** Runs organized crime operations. ⑤
10 **Spy.** Discovers and steals the secrets of nations. ⑧
11 **Drug dealer.** Sells deadly substances for profit. ⑤
12 **Pirate.** Scourge of the seas or spaceways. ⑥ ❷
13 **Embezzler.** Secretly takes money from employer. ④
14 **Terrorist.** Uses fear as a political weapon. ⑥❶❻
15 **Thug.** Muscle man for a gang. ②
16 **Idea Criminal.** Thinks wrong thoughts, particularly ones that disagree with prevailing social beliefs. Roll for Hi/Lo. Hi = Heretic (religious wrong-thinker). Lo = Radical (Political wrong-thinker). ⑦
17 **Vandal.** Destroys others property. ①❶
18 **Substance abuser.** Root of the drug problem. ①❶
19 **Sex Offender.** Criminal accused of a sex-related crime. Roll a d6 on the subtable below.
  1 Perversion. Select the objectionable behavior on *Table 644F: Sexual Disorders.* ①❸
  2 Rape. ⑧ ❻
  3 Illegal Prostitution. ①
  4 Violates local sexual taboos. ①
  5 Creating Pornography. ②
  6 Child Molesting. ⑧ ❻
20 Character commited two crimes that were linked together in some way. Roll twice more on this table.

### Footnotes

① 1d4 years imprisonment.
② 1d6 years imprisonment.
③ 1d8 years imprisonment.
④ 2d4 years imprisonment.
⑤ 1d10 years imprisonment.
⑥ 2d10 years imprisonment.
⑦ If in a Barbaric culture or a Tech Level of 4 or less, Idea criminal (Heretic or Radical) is imprisoned until wrong-thinking is renounced. NPCs have a 45% chance to be executed. For player characters, this becomes 2d10 years of imprisonment. All other cultures, Heresy means ejection from society.
⑧ (50 - Tech Level)% chance that NPCs are put to death. Player characters receive life sentences (1d20+20 years).
❶ Add 1d6 years to length of sentence.
❷ Character is publicly flogged. Subtract 1d4 from Charisma attribute.
❸ (30 - Tech Level)% chance thatCharacter is tortured. Roll a d6. On a result of 6, the character receives a serious injury. Select the injury on *Table 860: Serious Wounds.*
❹ Character must perform community service.
❻ If the victim was of higher social status, add footnote ❶.

From Here — Return to the Table that sent you here . . .

# 865:
# Unusual Skills

Use only if directed here by another table

Sometimes the skills one learns are not immediately applicable to the job of being a legendary hero. Yet they do add dimension to a character. Who knows, maybe a warrior's skill at wine tasting may save his companions some day.

**Instructions:** Roll a d20 on the table below to select the character's unusual skill. Then roll a d6 (for each skill, if additional skills are selected). If the d6 roll is less than 6, the character has a Rank 3 competency with the selected skill. If the d6 result is 6, the character is Rank 4 with the skill.

The player and GM must decide and agree upon the details regarding each skill. Be inventive!

**Roleplay:** Use the unusual skill to add a bit of spice to the character's abilities. The character may never have to use his architectural design skills in a life or death setting, but one never knows.

## d20 Unusual Skills (roll a d20)

1 Social dancing – both formal and informal.
2 Professional gambling.
3 Pick pockets.
4 Gourmet cooking.
5 Sexual seduction.
6 Skiing.
7 Skating.
8 Artistic ability. Roll a d6 on the subtable below to select the nature of this talent.
   1 Painting and Drawing.
   2 Holography (making holograms).
   3 Sculpting.
   4 Jewelry making.
   5 Architectural design.
   6 Several talents. Roll 1d2+1 additional times on this subtable. A duplicate roll indicates skill is used at the next higher Rank of competency.
9 Musical ability. Roll a d8 on the subtable below to select the nature of this talent.
   1 Play common musical instrument of own choice.
   2 Sing.
   3 Song writing.
   4 Musical theatre (acting and singing).
   5 Make or repair musical instruments.
   6 Play exotic musical instrument of own choice.
   7 Play by ear – hear a song, then play it instantly.
   8 Several talents. Roll 1d2+1 additional times on this subtable. A duplicate roll indicates skill is used at the next higher Rank of competency.
10 Ability with textiles. Roll a d6 on the subtable below to select the nature of this talent.
   1 Sewing.
   2 Weaving.
   3 Tapestry design.
   4 Embroidery.
   5 Knitting.
   6 Several talents. Roll 1d2+1 additional times on this subtable. A duplicate roll indicates skill is used at the next higher Rank of competency.
11 Mountaineering – professional climbing.
12 Opposite hand weapon use with weapon of choice.
13 Computer skills – can program or operate most any computer within one Tech Level of own Tech Level.
14 Model making – make realistic miniatures of things.
15 Inventing – all sorts of useful and useless contraptions.

## d20 Unusual Skills (continued ... )

16 Theatrical ability. Roll a d10 on the subtable below to select the nature of this talent.
   1 Acting – all the world's a stage.
   2 Artistic dancing.
   3 Oration – dynamic public speaking.
   4 Story-telling.
   5 Ventriloquism.
   6 Makeup & Disguise – appear as someone else.
   7 Circus skills (select on subtable 17 below).
   8 Voice impersonation.
   9 Juggling.
   10 Several talents. Roll 1d2+1 additional times on this subtable. A duplicate roll indicates skill is used at the next higher Rank of competency.
17 Circus skills. Roll a d8 on the subtable below to select the nature of this talent.
   1 Aerial Acrobatics, including flying trapeze.
   2 Tight-rope walking.
   3 Animal training – exotic animals.
   4 Clowning – acting like a clown.
   5 Stage Magic - perform feats of prestidigitation!
   6 Theatrical ability (select on subtable 16 above).
   7 Horsemanship – riding and tricks.
   8 Several talents. Roll 1d2+1 additional times on this subtable. A duplicate roll indicates skill is used at the next higher Rank of competency.
18 to Miscellaneous skills. Roll a d10 on the subtable below select the nature of this talent.
   1 Astronomy – star watching.
   2 Astrology – fortune telling.
   3 Calligraphy – formal or fancy penmanship.
   4 Lassoing with a lariat.
   5 Wine/Liquer Tasting.
   6 Sailing small craft – including pleasure boats.
   7 Bargaining with merchants, etc.
   8 Negotiation and diplomacy.
   9 Deep sea diving
   10 Imitate monster noises.
19 Dabbler at many skills. Roll 2d3 more times on this table to select the skills possessed by the character.
20 Enthusiast at skill. Roll again on this table to select the skill. Character has 1d2 additonal Ranks of ability with this skill.

From Here — Return to the Table that sent you here ...

# 866:

# Spacecraft

Use only if directed here by another table

This table is set up to define the basic attributes and specialized features of spacecraft. It will not create ready-to-use space ships. You will need to make the ship fit your game. It's also a good idea to let your GM review this stuff, since he may not want your character to have that interstellar battlewagon with planet-busting weaponry.

**Instructions:** This is a multistep procedure to develop the attributes of a spacecraft obtained or encountered by the character. For each of the five tables on this page, roll a d20 and match the result against that table. Record this spacecraft information as notes somewhere on the back of your character history worksheet.

| 1d20 | 866A: Ship Type (roll a d20) |
|---|---|
| 1-3 | **Small fighter craft.** One or two pilots are all this small military ship can carry. |
| 4-6 | **Scout ship.** A small maneuverable craft capable of traversing space and exploring a planet. |
| 7-8 | **Small yacht.** A small personal space craft. |
| 9 | **Large yacht.** A large private passenger craft. |
| 10-13 | **Small freighter.** Designed to carry small amounts of goods. |
| 14-15 | **Large freighter.** Designed to haul large quantities of goods. |
| 16 | **Factory ship.** A large, ungainly craft designed to process raw materials into usable form. Usually they are heavily automated with minimal crew. |
| 17 | **Destroyer.** A small, but well-armed military ship. |
| 18 | **Passenger liner.** Large luxury ship. |
| 19 | **Colony ship.** Carries colonists to new planets. |
| 20 | **Battlewagon.** Large, heavily armed military ship. |

| 1d20 | 866B: Space Capabilities (roll a d20) |
|---|---|
| 1 | **Orbital Only.** No interplanetary capability. |
| 2-3 | **Short range system ship.** Travel to nearby planets & moons. |
| 4-7 | **Long range system ship.** Travel to solar system's outermost or innermost planets. |
| 8-15 | **Short range interstellar.** Travel to nearby stars only. |
| 16-19 | **Long ranger interstellar.** Travel to moderately distant stars in one trip. |
| 20 | **Unlimited interstellar.** Can travel to anyplace in the galaxy. |

| 1d20 | 866C: Armament (roll a d20) |
|---|---|
| 1-5 | **None.** Ship carries no weapons. |
| 6-11 | **Lightly-armed.** Carries a minimal of legal weaponry for defensive purposes. Doesn't belong in a fire-fight. |
| 12-17 | **Well-armed.** Carries enough weaponry to make others think twice before attacking it. Has a fair offensive strike capability. |
| 18-19 | **Heavily-armed.** This is a battle ship, well protected and capable of massive amounts of offensive destruction. |
| 20 | **Planet-buster.** If the spacecraft is NOT a battlewagon, reroll. Otherwise, the unbelievable firepower in this spacecraft could level a planet. |

| 1d20 | 866D: Special Features (roll a d20) |
|---|---|
| 1-5 | **None.** |
| 6-7 | **Personalized ship's computer.** Develop a personality for it. Roll 6 times on *Table 312A: Personality Trait Check* to select personality traits. Decide whether it is "male" or "female." |
| 8 | **Techno-wonder installed.** Select this item on *Table 855: Techno-Wonders.* |
| 9-10 | **Large cargo area.** |
| 11-13 | **Advanced computer.** The computers are one step better (smarter, faster, more programs) than those found on similar ships. |
| 14-15 | **Special defenses.** Defense systems are one step better than those found on similar ships. |
| 16-17 | **No Crew.** Ship requires no crew other than the character to operate. |
| 18 | **Non-standard interstellar drive.** Ship uses less fuel and jumps farther than similar ships. |
| 19-20 | **Reroll.** Roll twice more on this table. |

| 1d20 | 866E: Liabilities (roll a d20) |
|---|---|
| 1-3 | **None.** |
| 4-6 | **Alien manufacture.** Ship is not built to character's racial standards. Seats are wrong, controls labels are illegible and so on. |
| 7 | **Clunky star drive.** Drive may not always function when engaged. 75% chance of working. |
| 8 | **Small cargo area.** Has half the normal cargo space. |
| 9 | **Interior unfinished.** Walls lack paneling, floors are raw metal, loose wiring hangs everywhere. |
| 10 | **Fuel eater.** Inefficient star drive consumes 1d100 % more fuel than a similar ship. |
| 11 | **GM Only:** See entry #866 on *Table 967: GM's Specials.* |
| 12 | **Junker.** Ship is built out of salvage. At least 1d6 different ships went into her construction. |
| 13 | **Old ship.** Ship was plying the spaceways when the character's granddad was a boy. |
| 14 | **Ancient ship.** Ship is very old, possibly dating back to the beginning of star travel. |
| 15 | **Custom job.** Most systems are nonstandard. Repairs are 1d100% more costly than normal. |
| 16 | **Recognizable ship.** The ship stands out from other ships. Even common folk know her by name. |
| 17 | **Infested.** The ship is overrun by parasites. |
| 18 | **Large Crew.** Ship requires a large crew to run, at least 1d4x100% more crew than a similar ship. |
| 19-20 | **Reroll.** Roll twice more on this table. |

**From Here — Return to the Table that sent you here . . .**

# 967:

# GM's Specials

Use only if directed here by another table

**For use by Game Master's Only!**
**Players stop reading NOW!**

**Instructions:** The numbers before the entries below correspond to the table that instructed you to come here. Read only that entry and then return to the table that sent you here. Be honest or you may spoil a later surprise for yourself.

**101:** Mutant human characters may be taller, stronger, smarter and better lookin' than the rest of us, but they pay the price for it. Give the Homo superior character 1d3+2 exotic personality traits from *Table 644: Exotic Personality Traits.* Give him a barely controllable, possibly dangerous, psionic ability from *Table 862: Psionics.* Give him 1d3 items from *Table 863: Appearances.* Finally, give him an "Achilles heel," some thing or situation that can cause his downfall. Of course, the player of the mutant character should only vaguely suspect all this, just enough to make him unbalanced (remember Rutger Hauer in the movie *Bladerunner?*).

**104B:** All the character's siblings are unknown to the orphaned character. His actual birth order, place of birth and time of birth are all unknown to him. The GM should roll these separately. Roll a d4 on the subtable below for further information.

1. The character's parents are not dead and still seek his whereabouts.
2. The character's starting money is the remnants of a trust fund started by his parents.
3. Character will have 1d4 companions of a similar age who are like family to him. Select these companions on *Table 752: Companions.*
4. Roll twice more on this subtable, rerolling duplicates.

**104D:** Assume that the relative was previously unknown to the character, like a long-lost brother or cousin, or that maybe he could not exist unless a fluke or flaw existed in time or the nature of the universe, such as an ancestor or descendant.

**106A:** Character is actually a clone of another person. Roll a d4 on the following subtable:

1. Character was cloned for replacement parts, but the "original" died, allowing clone to live a normal life.
2. Clone is a replacement for dead "original." All memories are those of the original being.
3. Character cloned in order to secretly replace "original." Something happened to allow the clone to go free. Original is alive and exists somewhere.
4. Character was cloned as part of a "mass production" experiment to produce a ready supply of workers or warriors. Somewhere, uncounted identical clone brothers exist as little more than slaves.

**106B:** Character was kidnapped by whomever now acts as his parents. Reroll the Social Status of the character's parents. Assume that they still seek the character, even as an adult.

**107A:** The NPC's money comes from someplace other than a normal occupation or social position. Roll a d6 on the subtable below to determine where the money comes from.

1. NPC has an adventurer's hoard of gold and treasure.
2. NPC is secretly a criminal. Income comes from crime.
3. NPC's money comes from a secret inheritance.
4. NPC discovered a lost treasure and loots it as needed.
5. NPC recieves money from investments.
6. NPC manipulates credit accounts with computers.

**528:** The robot has a 75% chance to be of the opposite sex of the character. If so, it has an additional 50% chance to be hopelessly in love with the character — a fact it may or may not choose to reveal.

**529:** The stolen items are the cleverly disguised components of an exotic technological device. They belong to a secretive, politically powerful society who has been holding on to them until the right time. Decide what the item does or select a technological wonder that it simulates on *Table 855: Techno-Wonders.*

**539:** The Patron is a notorious crime figure who leads a double life. On one hand, he is an evil criminal. In his other identity, he is a beloved philanthropist, well known for his support of the poor, his sponsoring of gifted young people and an interest in exploration and adventure.

**540:** The box contains an object that must be selected from *Table 854: Gifts and Legacies.* Who the woman refers to as "them" and why the object is important is a mystery that you can develop into an adventure or even a campaign. "They" might be evil cultists trying to retrieve an artifact, hired assassins sent to retrieve a valuable heirloom, or inhuman monsters bent on conquering the world. The woman could be a Noble, a prostitute, an adventurer, or just a luckless officer worker, in the wrong place at the wrong time. The object could be ceremonially valuable, historically or politically important, or just plain priceless.

**747:** The character was the result of a genetic breeding experiment and was born without a recognized mother or father. The character has been raised by 1d6 now-elderly research scientists who consider the character to be their "child." As result of his "created" background, select 1d3 abilities (or liabilities) taken from *Table 859: Talents, Mutations & Modifications,* but do not inform the character that these abilities exist until such time as he might accidentally discover their existence.

**752A:** The Companion is really a supernatural being in the guise of a mortal (possibly an angel, demon, spirit, or ancient "god"). If the Companion's nature is ever discovered, the Companion departs, leaving the character with a parting gift. Select the gift on *Table 854: Gifts & Legacies.*

**752B:** The Companion (presumed to be of the opposite sex) is secretly in love with the character. The Companion will not reveal the affection to the character, since the Companion feels that the character will probably reject him or her.

**753:** The Rival is secretly in love with the character. The Rival will not reveal the affection to the character, since the Rival feels that the character will probably reject him or her.

**855:** Reroll the device on *Table 855: Techno-Wonders,* then roll a d10. If the d10 result is 1-4, give the device some form of fatal flaw, possibly a deadly side-effect, or a built in predisposition towards failure at the worst moments. If the d10 result is 6-10, keep the powers of the machine secret, a mystery for the character to solve.

**866:** The ship is a stolen ship. Assume that the law is looking for this one. Use *Table 745: Others* to select the ship's previous owner.

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# CENTRAL CASTING™ Heroes for Tomorrow

Character History Worksheet

Player's Name:

## Die Roll Modifiers

| | | | |
|---|---|---|---|
| p. 13-14 | Future History Modifier | *(FutMod):* | |
| (102A) | Tech Level Modifier | *(TekMod):* | |
| (102B) | Culture Modifier | *(CuMod):* | |
| (103) | Social Level Modifier | *(SolMod):* | |
| (105) | Birth Modifier | *(BiMod):* | |
| (749) | Title Modifier | *(TiMod):* | |

Name: _____ Sex: _____ Future History: _____

(101) Race: _____ (102A) Tech Level: _____ (102) Education Points: _____

(102B) Culture: _____ (103) Social Status: _____ (103) Literacy Chance: _____%

(749) Nobility Title (if any): _____ (104A) Legitimate Birth? Yes ❑ No ❑

(104B) Family: _____

(104C) Siblings: _____ (104C) Birth Order: _____

(105A) Home world: _____ (105B) Place of Birth: _____

(106) Unusual Births: _____

(107) Notes about Parents: _____

## (208 - 211) NOTES & EVENTS

| Age | Event or Note |
|---|---|
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Use the back of this form if more space is needed.

## SKILLS

| Skill Name | Rank |
|---|---|
| Survival (W): | |
| Survival (R): | |
| Survival (U): | |
| Literacy: | |
| | |
| | |
|

# CENTRAL CASTING:™

# HEROES FOR TOMORROW

**Character Creation System for Science Fiction Roleplay Games**

## Unflatten your cardboard characters!

Unlike Fantasy genre roleplaying, Science Fiction games have studiously depended upon character backgrounds to give their heroes skills and professions. Yet like their fantasy brethren, SF adventurers are usually nothing more than two-legged weapon platforms or the under-utilized organic parts of 50 ton battle machines. Sure, they served with the space marines, picked up a few skills and a gigawatt micro-doom blaster, but they're still just a bunch of lifeless stereotypes —nothing but flat, lusterless characters no different from a hundred other ex-space marines.

With *Central Casting:™ Heroes for Tomorrow*, characters take on lives of their own. They gain families, friends, enemies, personalities, detailed past histories, and most importantly—they gain motivations for life and adventuring.

*Central Casting* is a detailed, stand-alone system of tables, charts, and roleplay guidelines for creating thoroughly individualized roleplay characters. By following simple, step-by-step instructions, both game masters and players can give life to player and non-player characters alike!

This excerpt from *Table 522: Otherworld Events* gives just a hint of what lies within:

# 522:

## Otherworld Events:

**2d8 522C: Otherworld Events (roll 2d8)**

2 The character gets lost in the wilderness. In the weeks that it takes to find him, he gains +1 Rank to his Wilderness Survival skills. Roll a d6. On a result of 5-6, the character gains an alien pet. Select the pet on *Table 751: Unusual Pets*. Remember, the creature is an alien being. If it is found to be a familiar Terran animal, it will only resemble that creature, either in appearance and/or behavior.

3 The character survives a deadly encounter with a hostile alien monster. Unfortunately, there is a chance that during the encounter the character was infected with the monster's genetic material. The truth, and any possible cure can only be found on this planet where the encounter took place.

4 The character befriends an intelligent alien being. The alien is a native of this world. Select the alien on *Table 748: Aliens*. Roll a d6. On a result of 6, the alien race has been undiscovered until now ...



This book contains everything you need (except dice) to create detailed character histories and includes guidelines and rule materials to accomodate any Science Fiction game system.

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