

APPENDIX: OPTIONAL RANDOM GENERATION

You may well prefer a random, or semi-random, method of creating your characters. This is especially true for Referees who will need to create a number of Non-Player Characters frequently. In this section, we provide an optional randomized system, with two approaches: 1) Roll everything randomly and explain what or who the resultant character is; or 2) Decide on a profession or role, then select the Skill Category tables to roll on.

Characteristics – For random creation, roll each characteristic with 2D6 and keep the result. For semi-random, roll randomly, then swap the values of two characteristics, if desired.

Skills – A player will have six rolls to divide up as the player sees fit, between TWO Skill Category tables. For random creation, roll to determine those two tables on 1D6 (re-roll if you get the same table twice). When it comes to rolling for the actual skills, the player can roll odd or evens for each skill roll, to determine which table to roll on. For semi-random, then decide on your character's career or role, then pick two Skill Categories that best fit that concept. Roll randomly on those tables as desired. If the same skill is rolled again, this indicates an increase in skill level. We limit the player to only two tables to prevent every character ending up with 1 level in every skill he possesses.

SKILL CATEGORIES	
1D6	Table to Use
1	COMBAT
2	PEOPLE
3	SPACE OPS
4	TECHNICAL
5	URBAN
6	WILDERNESS

1 - COMBAT	
1D6	Skill
1	Melee
2	Gun Cbt
3	Gun Cbt
4	Melee
5	Gunnery
6	Demolitions

2 - PEOPLE	
1D6	Skill
1	Bribery
2	Leader
3	Carousing
4	Leader
5	Streetwise
6	Forgery

3 – SPACE OPS	
1D6	Skill
1	Gunnery
2	Pilot
3	Navigation
4	Vacc Suit
5	Computer
6	Medical

4 - TECHNICAL	
1D6	Skill
1	Engineering
2	Mechanical
3	Electronics
4	Computer
5	Security
6	Engineering

5 - URBAN	
1D6	Skill
1	Ground Vehicle
2	Computer
3	Admin
4	Medical
5	Education +2
6	Carousing

6 - WILDERNESS	
1D6	Skill
1	Survival
2	Vacc Suit
3	Leader
4	Survival
5	Medical
6	Vehicle