

Random characters

The mod's goal is rather simple. Sometimes, when starting a game, you really don't know what you want to play. Nor do you want to think about it. When the idea is elusive, or perhaps you're disconnected, there is a method to make a character quickly and generally. It's about leaving things to chance, randomizing, with minimal input from you to the character. Basically, you make a lot of rolls, and twenty minutes later the character is finished. Aside from speed, this method also ends up generating characters that are closer to what an "ordinary" person is like. That is, not specialized nor eccentric.

But hey, a lot of chatter, let's get to it. We make rolls and check on some tables, quite simple.

General statistics

-Roll 1d8. The result defines the **race** (8 is rolled again).

-Any dice is rolled. Even or odd define whether the character is male or female (as the player wants).

-Roll 1d20. The result defines the nationality. If it comes out 20, it indicates something strange with the upbringing (nomadic, bicultural, etc.).

-Roll 1d10. The result defines the initial **karma**.

-A 1d3 is rolled (1d6 halfway). The result defines the **personality** qualities amount. For each one, roll 1d100 (or 1d50 if possible, ignoring 46 to 100). Each result defines what qualities they are.

Die	Race	Sex
1	Dwarf	Man
2	Elf	Woman
3	Giant	
4	Gnome	
5	Human	
6	Kyktal	
7	Nymph	
8		
9		
10		

Die	Country	Die	Country
1	Anchorage	11	Frúdarlid
2	Arg um tes	12	Kunidstad
3	Bridere	13	Lariat
4	Daemon	14	Methríaine
5	Desert	15	Modjall
6	Durand	16	Syddir
7	Elath	17	Talahm
8	FEGIS	18	Tesor
9	Friggs archi-	19	Virland
10	Free lands	20	

When I say "ignore" or "roll again" it refers to the blank spaces in the tables. If the result is not associated with any statistic it's rolled again, until it falls within one of the table's possibilities

When using this randomization method you don't have to make everything random, you can always choose to stop randomizing whenever you want, choosing the remaining options yourself. Most likely, once the random factor has inspired an idea, you will want to complete it with your own touches. You can even choose to randomize certain character sections and not others. Meaning, it has a certain modularity that helps at character build up

Die	Personality	Die	Personality	Die	Personality
1	Abandonment	17	Envy	33	Perfectionism
2	Adaptability	18	Faith	34	Persistence
3	Affectivity	19	Greed	35	Practicality
4	Aggressiveness	20	Happiness	36	Pride
5	Anarchic	21	Honesty	37	Promiscuity
6	Arbitrariness	22	Idealism	38	Protectionism
7	Audacity	23	Individualism	39	Rationality
8	Charity	24	Innocence	40	Refinement
9	Chastity	25	Innovation	41	Savagery
10	Coldness	26	Irrationality	42	Seriousness
11	Compassion	27	Laziness	43	Shyness
12	Competitiveness	28	Modesty	44	Traditionalism
13	Corruption	29	Objectivity	45	Vileness
14	Courage	30	Order		
15	Cowardice	31	Passivity		
16	Dependence	32	Patience		

DP Stats

-Roll 1d100 (or 1d30 if possible, ignoring 30 to 100). The result defines the character's **origin mote**.

-Roll 1d4. The result defines the category of what's to be learned: **attributes, skills, motes** or **magical powers**. This process is to be repeated until the character runs out of **PD** to spend.

Die	Stat	DP
1	Attribute	3
2	Skill	1
3	Mote	5
4	Magical power	Variable

Die	Attribute
1	Body
2	Spirit
3	Mind
4	Precision

-For **attributes**, roll 1d4. The result indicates which **attribute** will improve. Roll 1d3 to know by how many points it grows (remember that each **attribute** point costs 3 **DP**).

-For **skills**, roll 1d100 (or 1d50 if possible, ignoring 45 to 100). The result indicates which **skill** will improve. Roll 1d4 to know by how many points it grows (1 **DP** is spent for each **skill** point).

Die	Skill	Die	Skill	Die	Skill	Die	Skill
1	Agility	12	Art	23	Concentration	34	Calligraphy
2	Athletics	13	Cancelation	24	Economy	35	Gastronomy
3	Fabrication	14	Charm	25	Esotericism	36	Handicraft
4	Fencing	15	Ethology	26	Folklore	37	Investigation
5	Intimidation	16	Leadership	27	Linguistics	38	Markmanship
6	Labors	17	Manifest	28	Military	39	Martial arts
7	Navigation	18	Mettle	29	Nature	40	Mechanisms
8	Resistance	19	Music	30	Politics	41	Medicine
9	Riding	20	Performance	31	Religion	42	Perception
10	Strength	21	Sexuality	32	Rhetorics	43	Sleight of hand
11	Survival	22	S. energy	33	Science	44	Stealth

-For **motes**, roll 1d3 to define to which category the **mote** belongs to: 1 for **general motes**, 2 for **magical motes** and 3 for **combat motes**. Knowing the category, roll 1d100 (ignoring the results with nothing on the table) and the result defines the obtained **mote**.

Die	Origin mote	Die	Origin mote	Die	Origin mote
1	Bipolar	11	Famous	21	Regeneration
2	Born out of iron	12	Forever young	22	Rich
3	Born to fight	13	Genius	23	Self-sufficient
4	Boss	14	Gifted	24	Shadow
5	Cardinal guise	15	Hero	25	Sixth Sense
6	Child of the Wind	16	Lucky	26	Spiritual flesh
7	Chosen one	17	Magical inheritance	27	Supreme vitality
8	Corpulent	18	Noble	28	Thaumaturge
9	Elemental Affinity	19	Prodigy	29	Theosophy
10	Exceptional	20	Psion	30	

Die	General mote	Die	General mote	Die	General mote
1	Acclimated	20	Flyer	39	Natty
2	Acrobat	21	Fortuitous	40	Natural leader
3	Apothecary	22	General	41	Patriot
4	Armorer	23	Healer	42	Politician
5	Artist	24	Healthy	43	Priest
6	Athlete	25	Hedonism	44	Refocus
7	Beast master	26	Hunter	45	Resolute
8	Believer	27	Insightful	46	Rider
9	Captain	28	Intimidating	47	Rogue
10	Chef	29	Jester	48	Sailor
11	Contemplative	30	Jinxer	49	Scholar
12	Craftsman	31	Knight	50	Specialization
13	Doctor	32	Linguist	51	Spy
14	Economist	33	Lobbyist	52	Stealthy
15	Eloquent	34	Marshal	53	Swimmer
16	Energetic	35	Mentor	54	Thief
17	Enhanced senses	36	Merchant	55	Unlimited
18	Explorer	37	Monster	56	Verve
19	Fast	38	Muse	57	Worker

Dado	Mote de combate
1	Acceleration
2	Archer
3	Armor s.
4	Berserker
5	Catcher
6	Chivalry
7	Colossus
8	Deflection
9	Dirty tricks
10	Drunk style
11	Duelist
12	Fighting rhythm
13	Finnese
14	Flash
15	Gladiator
16	Guardian
17	Heavy weaponry
18	Mage hunter
19	Martial artist
20	Master at arms
21	Mobile archery
22	Mounted archery
23	Opportunist
24	Penetration
25	Sharpshooter
26	Shields s.
27	Slayer
28	Stalker
29	Strategist
30	Strong
31	Super reflexes
32	Tactical
33	Tosser
34	Two weapons
35	Unbalancing
36	Unerring
37	Weapons s.
38	Wrathful

D	Magical mote	D	Magical mote	D	Magical mote	D	Magical mote	D	Magical mote
1	Arcanist	12	Dermophilia	23	Geomancy	34	Magical words	45	Self destruction
2	Archmage	13	Dimension	24	Great work	35	Magistrate	46	Sexual magic
3	Artifact wielder	14	Disjunction	25	High magic	36	Metaphysics	47	Shaman
4	Bard	15	Dominator	26	Illusionist	37	Monk	48	Shapechanger
5	Bilocation	16	Elementalist	27	Intensification	38	Necromancer	49	Symbolism
6	Clairsentience	17	Enchanter	28	Low magic	39	Nexus	50	Torpid
7	Combat magic	18	Entelechy	29	Magic defense	40	Oblation	51	Transmitter
8	Concealment	19	Evocator	30	Magic theory	41	Oracle	52	Volatility
9	Conjurer	20	Extension	31	Magical craftsman	42	Orthodox	53	
10	Declination	21	Focalizer	32	Magical Healer	43	Paladin	54	
11	Depuration	22	Geocy	33	Magical passes	44	Paragnost	55	

-For **magical powers**, assuming the character has esoteric abilities, roll 1d10 (ignoring 10). The result defines the **theurgy**. Knowing the **theurgy**, a die is rolled according to the table (e.g. sorcery uses 1d100), its result marks the **power** learned. As each **theurgy** has different amounts of **powers**, the results to ignore vary, it is easier to see it in the tables below.

Die	Theurgy	Die	Theurgy
1	Alchemy	6	Oneirism
2	Atavism	7	Sorcery
3	Druidism	8	Spiritism
4	Dualism	9	Witchcraft
5	Emanation	10	

Die	Druidism	Alchemy	Oneirism
1	Animals	Analyze	Conceive
2	Decay	Breath	Invoke
3	Elements	Circuit	Navigate
4	Healing	Convert	Reveal
5	Plants	Purify	
6	Seering	Restructure	

D	Dualism	D	Dualism
1	Karma Perception	11	Intervention
2	Guide the needy	12	Influx the needy
3	Delve into the future	13	Magical alteration
4	Truth of the heart	14	Promote the course
5	Axiomatic charisma	15	Judgment
6	Influence emotion	16	Resolution
7	Soul echo	17	Precognition
8	Decree	18	Punish demeanor
9	Oath	19	Heart entity
10	Dichotomy	20	Retribution

D	Atavism	Witchcraft	Emanation	Spiritism
1	Air	Animate shadows	Air	Beyond
2	Blood	Break reality	Bull	Nurturer
3	Body	Curse	Cobra	Communication
4	Darkness	Domination	Death	Elevation
5	Fabric	Enslave the dead	Void palm	Exile
6	Fire	Evil eye	Fire	Exorcism
7	Instinct	Feed	Fog	Realm
8	Earth	Darkness fusion	Hawk	Possession
9	Light	Great chaos explosion	Iron	Spiritualization
10	Luck	Wishmaster	Leech	Supremacy
11	Mana	Of flesh and blood	Life	Truth
12	Flesh	Unholy Eclipse	Lion	
13	Metal	Voracious fog	Lizard	
14	Plant	Doubt's whispers	Meditation	
15	Smell		Mongoose	
16	Sound		Raven	
17	Stone		Rock	
18	Water		Super	
19	Wood		Water	
20			Wind	

Die	Sorcery	Die	Sorcery	Die	Sorcery	Die	Sorcery
1	Attraction	13	Fake self	25	Lightning	37	Reproduce memory
2	Barrier	14	Fakeshifting	26	Magic chains	38	Retro ball
3	Befriend mechanism	15	Fireball	27	Magic bolt	39	Scrying probe
4	Bind as one	16	Fireworks	28	Mend the broken	40	Servitude
5	Bizzare act	17	Foot glue	29	Mimic sound	41	Smuggle
6	Conjure lie	18	Frostbite	30	Misdirection	42	Stonewall
7	Create minions	19	Grandiloquence	31	Moment of truth	43	Tap potential
8	Decorporize	20	Hightened sense	32	Overwhelming wave	44	Telekinesis
9	Distort perception	21	Idiomatic blabberish	33	Puppeteer	45	The item at hand
10	Double edge sword	22	Illuminary control	34	Quickness	46	Time bomb
11	Elements surge	23	Inquisition	35	Recalibration	47	Treat ailment
12	Empower offensive	24	Invisibility	36	Relieve vitality	48	Wind vortex

Equipment

A 1d10 is rolled and the result defines the item category. Please note that the **master** or the adventure may impose restrictions on usable items

Die	Item type	Die	Item type
1	Weapons	6	Ships
2	Ammunition	7	Organical
3	Armor	8	Kits
4	Shields	9	Minor artifacts
5	General	10	Major artifacts

By the way, this can easily be used to randomize item or treasure rewards

-For weapons you must first define the type, rolling 1d8. The result defines the type (e.g. swords, polearms, etc.). Knowing the type, roll 1d10 to define the particular weapon. As each weapon category has different amounts of items, the dice results to ignore are variable. It is easier to see it in the tables below.

Die	Weapon type	Die	Weapon type
1	Cleave	5	Impact
2	Daggers	6	Polearms
3	Fist	7	Ranged
4	Flexible	8	Swords

-For ammunition roll 1d30 (ignoring 22 to 30). The result marks the ammunition obtained.

-For armor, roll 1d10 (ignoring the 10). The result marks the armor obtained.

-For shields roll 1d4. The result marks the ship obtained.

-For general items, roll 1d100 (ignoring 60 to 100). The result marks the item obtained.

-For ships, roll 1d6 (ignoring the 6). The result marks the ship obtained.

-For organical items roll 1d20 (ignoring 18 to 20). The result marks the item obtained.

-For strip kits 1d20 (ignoring 17 to 20). The result marks the kit obtained.

-For minor artifacts roll 1d30 (ignoring 22 to 30). The result marks the artifact obtained.

-For larger artifacts, roll 1d100 (ignoring 60 to 100). The result marks the object obtained.

Die	Weapon: ranged	Die	Weapon: ranged
1	Assassin's Crossbow	7	Repeating crossbow
2	Blowgun	8	Simple bow
3	Bolas	9	Sling
4	Compound bow	10	Throwing projectile
5	Crossbow	11	War bow
6	Javelin	12	

Die	Weapon: dagger
1	Curved dagger
2	Defensive dagger
3	Knife
4	Long dagger
5	Shiv
6	Piercing dagger

Die	Weapon: polearm
1	Bill
2	Cavalry lance
3	Glaive
4	Long spear
5	Poleaxe
6	Pollhammer
7	Swordstaff
8	Trapper
9	Trident

Die	Weapon: fist
1	Claws
2	Combat gloves
3	Push dagger
4	Knuckles
5	Ringed blade
6	Edged bracelet

Die	Weapon: sword
1	Arming sword
2	Basket hilted sword
3	Cutlass
4	Greatsword
5	Hooksword
6	Longsword
7	Mutilator
8	Rapier
9	Saber

Die	Weapon: flexible
1	Chained sickle
2	Chains
3	Cordoned projectile
4	Sectioned staff
5	Whip
6	Whipsword

Die	Arma: cleave
1	Double axe
2	Long axe
3	Scythe
4	Sickle
5	Swordaxe
6	Throwing axe

Die	Weapon: impact
1	Arming mace
2	Club
3	Clubstaff
4	Flail
5	Greatmaul
6	Paddle
7	Staff
8	Strick
9	Warhammer

Die	Kit	Die	Kit
1	Archer	9	Mage
2	Commoner	10	Merchant
3	Dauntless	11	Noble
4	Doctor	12	Performance
5	Duelist	13	Sailor
6	Explorer	14	Soldier
7	Hunter	15	Thief
8	Knight	16	Vassal

Die	Ammo	Die	Ammo
1	Fire arrow	12	Non-lethal dart
2	Heavy pellet	13	Non-lethal pellet
3	Heavy stone	14	Piercing arrow
4	Hunting arrow	15	Piercing bolt
5	Hunting bolt	16	Piercing pellet
6	Hunting pellet	17	Poison arrow
7	Hurtful arrow	18	Poisoned bolt
8	Hurtful bolt	19	Poisoned dart
9	Light arrow	20	Sharp dart
10	Non-lethal arrow	21	Sharp stone
11	Non-lethal bolt		

Die	Armor
1	Breastplate
2	Coat of mail
3	Coat of plates
4	Jousting
5	Laminated
6	Leather
7	Padded
8	Panoply
9	Plate

Die	Ship
1	Assault
2	Boat
3	Explorer
4	Merchant
5	War

Die	Shield
1	Aegis
2	Buckler
3	Long shield
4	War shield

Die	Organical	Die	Organical
1	Antidote	10	Oil
2	Aphrodisiac	11	Painkiller
3	Beer	12	Pigments
4	Elevators	13	Poison
5	Fragrance	14	Remedy
6	Glue	15	Stimulants
7	Hallucinogen	16	Tobacco
8	Ink	17	Wine
9	Make-up	18	

Die	General item	Die	General item	Die	General item	Die	General item
1	Abacus	16	Cart	31	Lock pick	46	Shovel
2	Arrow spoon	17	Chain	32	Luxurious clothes	47	Simple clothes
3	Artisan tool	18	Compass	33	Magnifying glass	48	Simple trap
4	Astrolabe	19	Cooking pot	34	Map	49	Soap
5	Badge	20	Costume	35	Musical instrument	50	Spyglass
6	Bandage	21	Crowbar	36	Navigation chart	51	Surgical tool
7	Bedroll	22	Cutlery	37	Oil lamp	52	Tent
8	Bell	23	Die	38	Paper	53	Torch
9	Blank book	24	Encyclopedia	39	Piton	54	Toy
10	Bridle	25	Fishing pole	40	Precious gem	55	Traveler backpack
11	Candle	26	Formal clothes	41	Quiver	56	Vial
12	Canteen	27	Grappling hook	42	Rope	57	Wagon
13	Cape	28	Hand mirror	43	Saddle	58	Whetstone
14	Cards	29	Jewel	44	Saddlebag	59	Writing pen
15	Carriage	30	Ladder	45	Scale	60	

Die	Minor artifact	Die	Minor artifact
1	Banquet tablecloth	12	Magic contract
2	Change potion	13	Magic fruit
3	Enhancement Potion	14	Magic gem
4	Exorcism talisman	15	Magic seed
5	Fairy dust	16	Mediating candle
6	Good luck talisman	17	Scythe Kiss Brooch
7	Guardian Talisman	18	Spying ornament
8	Healing Potion	19	Traveling feather
9	Holy Water	20	Truth potion
10	Incense from beyond	21	Veil of the beyond
11	Linade	22	

Die	Mayor artifact	Die	Mayor artifact	Die	Mayor artifact	Die	Mayor artifact
1	Adventurer's armor	16	Flying boots	31	Magic shield brooch	46	Politician jewelry
2	Air weapon	17	Focus headband	32	Magical bridle	47	Return thread
3	Arming gloves	18	Fortification amulet	33	Magical brush	48	Shadow weapon
4	Attraction shield	19	Fortune teller tarot	34	Magical grimoire	49	Singing weapon
5	Battle horn	20	Healing sponge	35	Magical instrument	50	Spider weapon
6	Blind veil	21	Hermetic armor	36	Magical jewelry	51	Spiritual gem
7	Crystal ball	22	Illumination gem	37	Magical tools	52	Spiritual weapon
8	Demon mask	23	Infiltration armor	38	Majestic crown	53	Squire backpack
9	Dream Catcher	24	Lantern of honesty	39	Mask of a thousand faces	54	Thief gloves
10	Earth weapon	25	Light shoes	40	Mighty belt	55	Toy wand
11	Elemental armor	26	Light weapon	41	Morphic armor	56	Translucent shield
12	Elemental Wand	27	Mage's Threads	42	Morphic weapon	57	Vengeance armor
13	Ellemsion amulet	28	Mage's weapon	43	Nullity amulet	58	Water weapon
14	Explosive weapon	29	Magic armor	44	Pius weapon	59	Wilderness cloak
15	Fire weapon	30	Magic cauldron	45	Pocket file	60	