Backgrounds & Details Kit
- Volume 2 -
Sci-Fi Characters

ENNEAD GAMES
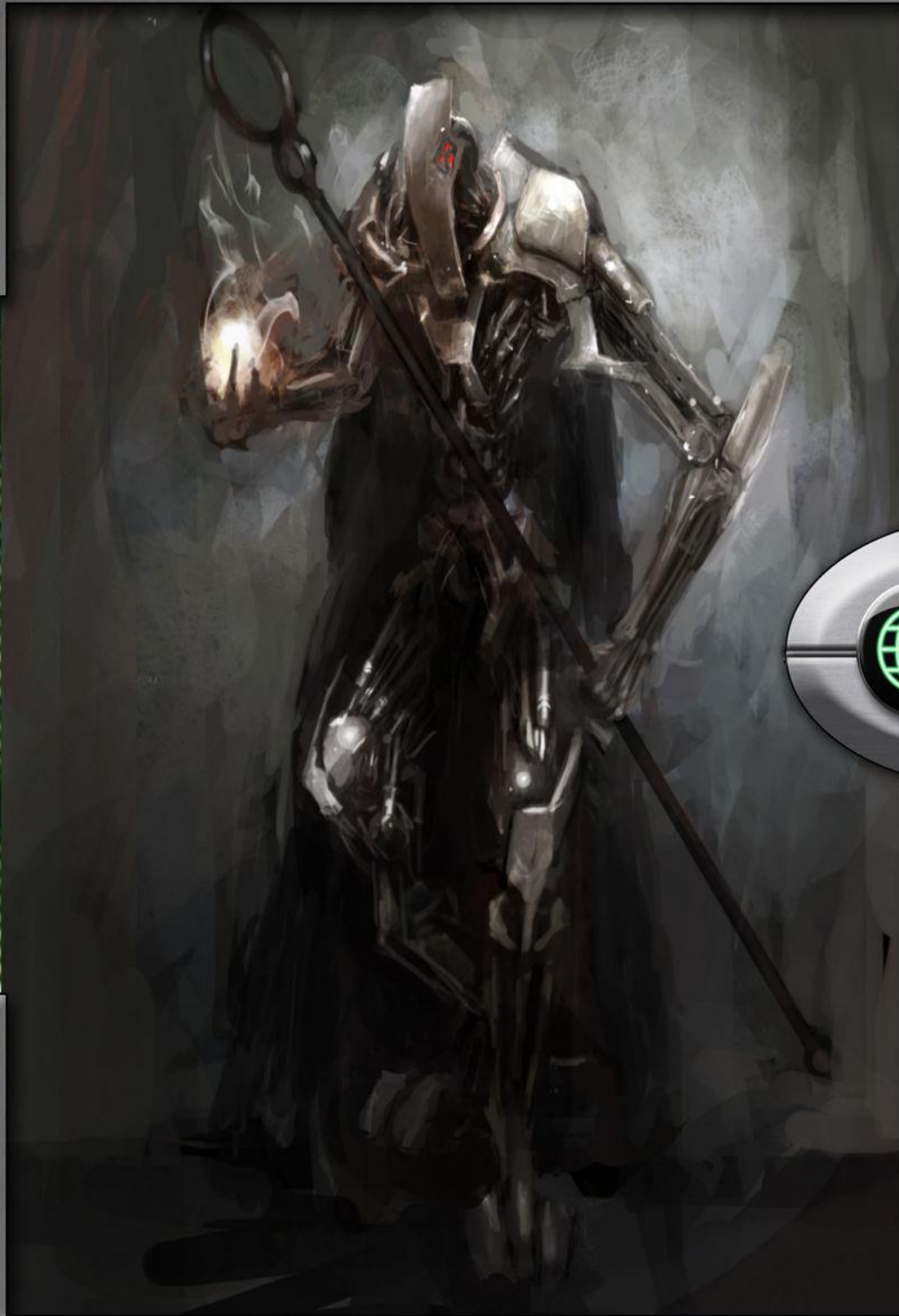
Preface

Backgrounds & Detail Kit
Volume 2
Science Fiction Characters

Every character in the world has some kind of background. Even the lowliest of NPC's have some kind of history to them, from being an adopted child to being a covert operative.

Some of the charts from here have been duplicated from Volume 1 and expanded on. A few of the charts from here can be used in any setting, such as a modern setting.

Multi-verse Kit – Life, also by Ennead Games – has a system for determining what your life form looks like and what it can do.

How to use

There are two main ways to use this product:

1. Use all the charts to create your charcter in detail and fill in any blanks you need
2. Use the charts to fil lin blanks you may have in existing characters, such as parents status, or does your character have any children etc. The charts are in alphabetical and in the contents so you can find what need as quick as possible.

Bear in mind that some sub-tables may not be suitable for certain characters. Either re-roll the result or find a way to integrate the result into what you have so far.

Credits & Legal

Contents

Family Information

Species

D20	Species Type
1 – 2	A.L (Artificial Life)
3 – 4	Animal Based
5	Aquatic
6	Cybernetic
7	Energy Based
8 – 12	Humanoid
13	Hybrid (Roll twice, ignoring this result again)
14 – 15	Insectoid
16	Mutant/weird thing
17	Plant
18	Silicate
19	Void/Space Dweller
20	Other

Parents

D20	
1 – 6	Lone Parent
7 – 12	2 Parents
13 – 16	Adopted/Fostered
17 - 20	Multiple parents (1d4+2)

Siblings & Birth Order

Of Siblings and birth order

D20	Birth Order
1 – 2	No siblings
3 – 4	1 sibling (older)
5 – 6	1 sibling (younger)
7 – 8	2 (2 older)
9 – 10	2 (1 older, 1 younger)
11 - 12	2 (2 younger)
13	3 (3 older)
14	3 (2 older , 1 younger)
15	3 (1 older , 2 younger)
16	3 (3 younger)
17	Part of a twin birth
18	Part of a multiple birth (1d4+2)
19	Medium Multiple Birth (2d6)
20	Other

Birth/conception

D20	
1 – 2	Adopted
3	Artificial Creation
4	Breeding Camp
5	Clone – Normal
6	Clone – Rapid
7	Clone - Temporal
8	Experiment
9	Fusion – Accidental
10	Fusion – Deliberate
11 – 13	Traditional
14 - 15	In-vitro Fertilisation
16	Surrogacy
17	Donor - Egg
18	Donor - Sperm
19	Donor – Other (for species with multiple natural parents)
20	Other

Sibling status

For each sibling roll on both charts

D20	Relation
1 – 4	Natural relation
5 – 8	Step-sibling
9 – 12	Half-sibling
13 – 16	Adopted/ Fostered
17 - 20	Other

D6	Living status
1 – 2	Alive
3 – 4	Dead
5 - 6	Unknown/missing

Spouse & children

Spouse

D10	
1 – 2	In a relationship (not married)
3 - 4	Married
5	Married – Multiple Partners
6	Married – Open Relationship
7	No spouse/Single
8	Separated
9	Widowed
10	Other

Children

Gender and other details are determined the same way for the parents. This section assumes the child is naturally descended from the character.

of Children

D10	
01 – 05	No children
06 – 10	1 child
11 – 15	2 children
16 - 18	1d4 children
19	1d6 children
20	1d8 children

For the age of the children roll on the Age chart in the next section

Status of Children

D6	
1	Dead
2	Alive - Living with all parents
3	Alive – Living with 1 of the parents
4	Alive – living with partner(s)
5	Alive – living on their own
6	Unknown

Repeat the spouse/children rolls etc. for each primary child as many times as you want.

Other Family

If you need to determine

D10	Other Family
1	Aunt/Uncles
2	Blood Sibling
3	Cousins
4	Guardians/Ward
5	In-Laws
6	Nephew/Niece
7	Step Siblings
8	Descendants - Known
9	Descendants - Unknown
10	Other

Level of Contact

For each extended family member you need to know how often they are in contact with the character, whenever possible. The time frame is based on an earth like system, adjust as necessary for other planet days/weeks etc.

D10	
1	Every day
2	Every 2 or 3 days
3	Once a week
4	Every 2d6 days
5	Once a fortnight
6	Once a month
7	Every 2d6 months
8	Once a year
9	Special Occasions
10	Never if possible

Personal Details

Career

The first chart provides a rough idea of the characters career, if they have one. Then there is a sub-chart for each broad category

D20	Broad Category
1 – 3	Civilian
4 – 6	Engineer
7 – 9	Government
10 – 12	Medical
13 – 15	Military
16 – 18	Science
19 - 20	Other

Civilian

D20	
1	Accountant
2	Actor
3	Architects
4	Attorney
5	Baker
6	Bodyguard
7	Cleaner/Janitor
8	Driver
9	Electrician
10	Historian
11	Librarian
12	Merchant/Trader
13	Painter
14	Pilot
15	Plumber
16	Religious Position
17	Reporter
18	Teacher
19	Translator
20	Writer

Engineer

D20	
1	Aerospace
2	Agricultural
3	Architectural
4	Bio-mechanical
5	Biomedical
6	Civil
7	Computer & Software
8	Electrical
9	Environmental
10	Experimental
11	Forensic
12	Industrial
13	Marine
14	Material
15	Mechanical
16	Mining & Geological
17	Nuclear
18	Robotics/Cybernetics
19	Software
20	Structural

Government

D20	
1	Advisor
2	Benefits Officer
3	Bureaucrat
4	Correctional Officer
5	Criminal Investigator
6	Diplomat
7	Environmental
8	Fire
9	General Office Worker
10	Housing Officer
11	Inteligence/Spy
12	Licences
13	Parks & Public places
14	Pet/Stray Enforcement
15	Police
16	Politician
17	Postal
18	Social Worker
19	Standards Regulator
20	Tax Collector

Medical

D20	
1	Anaesthetist
2	Audiologist
3	Chiropractor
4	Counsellor
5	Cybernetic/Bionics
6	Dentist
7	Dietician
8	Doctor
9	Epidemiologist
10	Histologist
11	Midwife
12	Nurse
13	Occupational Therapist
14	Optician
15	Pharmacist
16	Psychologist
17	Radiographer
18	Sonographer
19	Speech Pathologist
20	Veterinarian

Science

D20	
1	Archaeologists
2	Astronomer
3	Biochemist
4	Botanist
5	Chemist
6	Climatogist
7	Ecologist
8	Entomology
9	Geneticists
10	Geologist
11	Mathematician
12	Nano-tech
13	Particle Physicist
14	Pathologist
15	Quantum Physicist
16	Seismology
17	Social Scientist
18	Temporal-Mechanics
19	Xeno – biologist
20	Zoologist

Military

D20	
1	Artillery – Air
2	Artillery - Field
3	Driver
4	Electronic Warfare
5	Engineer Corps
6	Gunner
7	Infantry
8	Infantry - Mechanised
9	MAKO
10	Marine
11	Medical
12	Military Intelligence
13	Military Police
14	Officer
15	Pilot
16	Psionic Warfare
17	Quartermaster
18	Signals
19	Special Forces
20	Transportation

Other

Other careers can be, well anything else not listed here. They don't have to be sci-fi themed, but can be anything, with a broad or narrow field of specialisation.

What's has been listed here is by no means the only careers a character can have, to list all of them would be impossible.

Rare or hard to get into careers would be covered by this option as well.

More career choices will be covered in future supplements.

Clothing Style

D20	
1	Business/Smart
2	Casual
3	Fancy/Formal
4	Fashionable
5	Foreign/Alien (#1)
6	Labour – Clean
7	Labour – Dirty
8	Leather
9	Loose
10	Military/armoured (fake)
11	Military/armoured (real)
12	Modern(for the period)
13	Plain
14	Profession/Class related
15	Ragged (Roll again to find out main type, re-rolling this result if it comes up again)
16	Retro (#3)
17	Tight
18	Too big
19	Too small/revealing
20	Work Clothes

#1 = A few alien species do not wear clothing in the same way that most species do. Some, for example, may only wear hats, whilst another considers that dressing up and covering your body is wrong.

#2 = What an alien species consider to be fashionable or modern is not always what other species would consider to be same.

#3 = Retro clothing can either be ancient historical or what we could consider to be modern day fashion. This can either be correct or, as is more often the case, wrong and they wonder why they are mocked.

Demeanour/Behaviour

D20	Demeanour
1	Aggressive
2	Aloof
3	Cheerful
4	Cocky
5	Common
6	Condescending
7	Easy Going
8	Emotive
9	Friendly
10	Humble
11	Kind
12	Loud
13	Proud
14	Quiet
15	Reserved
16	Sad
17	Sarcastic
18	Serious
19	Tired
20	Well-bred

Diet

Through choice, religious or medical reasons, diets can vary from person to person.

1 – 4	Omnivore/Anything the species can digest
5 - 7	Vegetarian
8	Calorie Controlled
9	Gluten-Free
10	High Fibre
11	High Protein
12	Low - carb
13	Low - fat
14	Low - protein
15	Low Sodium
16	Meat only
17	One food type
18	Vegan
19	Vegetarian - Pescatarian
20	Other

Education

D20	Education Level
1	Apprenticeship
2	Brainwashed/False Memories
3	Classroom
4	College
5	Direct to brain knowledge dump
6	Experimental Teaching
7	Home Schooled
8	Mentor
9	Military School
10	No Schooling/Life experience
11	On the job
12	Other education
13	Private School
14	Private Tutor
15	Self-Taught - book
16	Self-Taught - Experimentation
17	University
18	Amnesiac (*)
19	Faked it (*)
20	Dropped out/Failed (*)

For 18, roll again to decide what the previous level of education was before memory loss.

For 19 and 20, roll again, re-rolling a 19+ adding the result together.

Gender

D20	
1 – 8	Female
9 - 16	Male
17	Neutral
18	Hermaphrodite
19	Trans-Gender
20	Other

Hair

Colour

D20	Hair colour
1	Auburn
2	Auburn – Dark
3	Black
4	Black & Grey
5	Blonde – Golden
6	Blonde – Platinum
7	Blonde - Strawberry
8	Brown – Ash Brown
9	Brown – Dark
10	Brown – Light
11	Brown/Black Mix
12	Coloured/Dyed - Blue
13	Coloured/Dyed – Green
14	Grey
15	Red - Cinnamon
16	Red – Copper
17	Red – Fire Red
18	Red - Orange
19	White
20	Other/Mix

Style

D20	Hair Style
1	Afro
2	Bald (for many reasons)
3	Bangs/Fringe
4	Bob
5	Bouffant
6	Bowl
7	Braid/Plaits
8	Bun
9	Buzz Cut/very short
10	Comb Over
11	Flattop
12	Messy
13	Mullet
14	Pompadour
15	Ponytail
16	Side Parting
17	Spiked/Mohawk/etc.
18	Straight
19	Wavy
20	Other

Hair – Facial

D20	Facial hair type
1	Anchor
2	Beard
3	Chin curtain
4	Chinstrap beard
5	Circle Beard
6	Goatee
7	Handlebar Moustache
8	Horseshoe
9	Landing strip
10	Lumberjack
11	Moustache
12	Mutton chops
13	Neck beard
14	Pencil
15	Sideburns
16	Soul Patch
17	Stubble
18	Toothbrush
19	Van Dyke
20	Other/Mixed/Fancy

Height & Weight

This chart is for the height or weight of a character compared to the average or typical of their race/species. Other more extreme values do exist, but these are for those who suffer from obesity or anorexia etc.

D100	
01	1d10 + 40 % above
02	1d10 + 30 % above
03 - 05	1d10 + 20 % above
06 - 10	1d10 + 10 % above
11 - 24	1d10 % above
25 – 75	Average
76 - 89	1d10 % above
90 - 95	1d10 + 10 % below
96 - 98	1d10 + 20 % below
99	1d10 + 30 % below
100	1d10 + 40 % below

Health Levels

How healthy is the character when compared to another of their species in similar circumstances. This does not cover illness or other extreme health conditions, but their day to day health and fitness, compared to the average. This could manifest as better endurance, strength, resistant to disease etc.

D20	
1	1d10 + 40 % below
2 - 3	1d10 + 30 % below
4 – 5	1d10 + 20 % below
6 - 7	1d10 + 10 % below
8 – 9	1d10 % below
10 - 11	Normal
12 – 13	1d10 % above
14 – 15	1d10 + 10 % above
16 - 17	1d10 + 20 % above
18 - 19	1d10 + 30 % above
20	1d10 + 40 % above

Hobbies

What hobbies does the character do in their spare time? These hobbies are based of humanoid/Earth based interests and may change (and should) for other species, and possibly even for humans on other planets.

Some suggested ones are listed below.

D100	Hobbies
1	Acting
2	Adult Interests
3	Amateur/Ham communications
4	Ancient history - Alien Planet
5	Ancient history - Home Planet
6	Animal Watching
7	Archery/Shooting
8	Art appreciation
9	Astronomy
10	Ballooning
11	Baseball
12	Basket Weaving
13	Basketball
14	Battle Recreation
15	Bonsai Trees
16	Bowling
17	Cake Making
18	Camping
19	Card Playing
20	Chess
21	Collecting (various)
22	Construction
23	Cooking
24	D.I.Y.
25	Dancing
26	Dancing (various types)
27	Diving - Assisted
28	Diving - Freeform
29	Drawing
30	Electronics
31	Embroidery
32	Exercise
33	Exercise - Different Species
34	Exploring
35	Exploring - non-planets
36	Exploring - planet bound
37	Falconry
38	Fast Vehicles
39	Fencing
40	Fishes
41	Fishing
42	Flying
43	Gardening
44	Genealogy
45	Geocaching

D100	Hobbies
46	Gliding
47	Golfing
48	Gourmet Eating
49	Hiking/Backpacking
50	Home Brewing
51	Home Movies
52	Instrument - Guitar
53	Instrument - Piano
54	Instrument - Stringed Instruments
55	Interactive Fiction
56	Jigsaws
57	Knitting/Crocheting
58	Magic/Illusions
59	Martial arts
60	Metalworking
61	Model Making
62	Mountaineering
63	Needlework
64	Paintball/Laser tag
65	Painting
66	Parkour
67	Photography
68	Plants
69	Playing an Instrument
70	Puzzles
71	Reading
72	Reading - Human
73	Reading - Non-human
74	Remote Control Vehicles
75	Sailing
76	Sculpture
77	Sketching/Drawing
78	Skydiving
79	Soccer
80	Sports - Other
81	Stamp-collecting
82	Storytelling
83	Supernatural
84	Surfing
85	Swimming
86	Table top Games
87	Tai chi
88	Taxidermy
89	Tea Drinking
90	Theatre
91	Traveling - Planet bound
92	Vehicle Spotting
93	Wine Drinking
94	Wood carving
95	Wrestling - Human
96	Wrestling - non-Human
97	Writing - Music
98	Writing - Songs
99	Writing - Stories
100	Something Else/GMs choice

Home Details

The characters home details may not necessary reflect their current personal circumstances. For example, a businessman living in a cube home may in fact be very wealthy, or someone who appears to be homeless may in fact simply be stuck on the planet and no-way to access their funds back home.

Home Type

D20	Home type
1 – 9	Planet bound
10 - 18	Star-base
19 - 20	Spaceship

D20	Size equivalent
1	Homeless/Transient
2	Shelter
3	Cube/Box hotel
4 - 5	Studio apartment
6 – 7	1 bedroom
8 – 10	1d2 +1 bedrooms
	2d4 bedrooms
	Penthouse
17	Manor house
18	Mansion
19	Estate
20	Palace or larger

Time spent there

D6	Time spent here - citizen
1	Most of their life
2	Moved here 2d10 years ago
3	Moved in last 1d10 years
4	Moved in last 1d12 months
5	Moved in last 1d4 weeks
6	Just moved there this week

Implants

Implants are small devices put into a characters body. They can be used to replace a faulty body part of to give a boost to existing abilities.

Chance of having an implant: 5%

Legality of the implant

D20	
01 – 05	Banned
06 - 10	Medical replacement
11 – 15	Experimental
16 - 20	Legal

Banned implants deal with those that have been declared illegal for various reasons. They may give the users drugs, sport stars illegal boost or anything else. A few people have had these implants forced on them to give them dependency

Medical replacements are for damaged organs or to assist with some other kind of defect.

Experimental implants are as the name suggests, experimental.

Legal implants are either ones that approved by the appropriate ruling body or used to keep criminals in check or issue their punishment.

Nature of implant

D20	
1 – 5	Bio-logical
6 - 15	Mechanical
16 – 20	Hybrid

The actual details of the implants will be covered in a future supplement due to the high potential numbers and variations.

Languages

Languages Know

D20	
1 – 8	1 – Native Tounge only
9 – 13	2
14 – 15	1d3 + 1
16	1d4 + 1
17	1d6
18	1d8
19	1d10
20	1d12

Type of languages known

Listing every possible language would be impossible, so instead the type of language known is given here

D20	
1 - 9	From same planet
10	"Dead" language – Same planet
11	"Dead" language – Alien Planet
12 – 13	Alien Language
14	Alien Language - Rare
15	Animalistic
16 – 17	From same planet – Rare language
18	Pictographic
19	Primitive
20	Other

A "Dead" language is one that is not spoken by any other known living beings as a day-to-day language.

Animalistic languages is for those beings that communicate with grunts, moans shrieks etc.

Pictographic is like Egyptian Hieroglyphs, or Sumerian cuneiform, although strictly speaking this is a written language.

Primitive is normally a species first attempt at a language and is very basic in structure

Level of language skill

Apart from the characters native tounge, roll to determine how well each language known is spoken.

D6	Language levels
1	Like a native
2	A few words wrong
3	A few important words wrong
4	Quite a few words wrong
5	Knows a few words
6	Knows some words but not the correct grammar to use them properly

Literacy

How well can a character read/write, if they are literate at all. This can be for all languages or for each they know.

D20	Literacy level
1	Is considered a world expert
2 – 3	Can teach others
4 - 5	Virtually Perfect
6 - 13	The odd word wrong now and then
14 – 16	Misread ¼ of the written words
17 – 18	More wrong words the right
19	Dyslexic
20	Illiterate – Can't read at all in that language

Looks & Age

Apparent Age

How the character looks compared to their actual age.

D10	Apparent age
1	Much Younger
2 - 3	Slightly Younger
4 - 5	Average
6 - 7	Indeterminate
8 - 9	Slightly older
10	Much older

A character who looks much younger/older than the real age ma have some problems, such as a younger looking character being thought of as underage.

Actual Age

This chart is for rough age categories, actual ages are determined by species or individual. For some species a 2 year old (based on Terran time units) may be a full grown adult, whilst for another being 100 years is still considered a child.

D20	
1	Baby
2 – 3	Child
4 – 5	Teen
6 – 8	Young Adult
9 – 12	Adult
13 – 15	Middle aged
16 – 17	Old
18 – 19	Very old
20	Close to natural death

Pets

Quite often people keep pets as companions, helpers or even for guard duty.

Once the main type of pet has been determined, you need to decide the actual species/details. Roll as many times as required or pick the pet that is desired.

The list below is for Terrain/Earth based pets.

D20	
1	No Pet
2	Bird
3	Cat
4	Dog
5	Equine (Horse, pony etc.)
6	Farm animal (pig, chicken etc.)
7	Ferret
8	Fish (Fresh or salt water)
9	Guinea pigs
10	Hamster
11	Insect
12	Lizard
13	Mice/Rat
14	Rabbit
15	Snake
16	Tortoise/Turtle
17	Exotic Animal
18	Non-terran animal
19	Other – Aquatic
20	Other – Land based

Personality

This chart determines the major personality trait. Not all characters are like this this 100% of the time, but, if you were to ask people to define someone in one word, this word would be it.

There are many more personality types than those listed here, but they should suffice for now.

D100	Personality Type
1	Annoyed
2	Antagonistic
3	Anxious
4	Blustering
5	Bookish
6	Calm
7	Carefree
8	Cheat
9	Chummy
10	Clever
11	Comforting
12	Concerned
13	Craven
14	Cunning
15	Dastardly
16	Defeated
17	Dependent
18	Disappointed
19	Distant
20	Dreamer
21	Dreary
22	Drunkard
23	Eager
24	Egoist
25	Egotistic
26	Embarrassed
27	Energetic
28	Evasive
29	Excited
30	Fearful
31	Fiendish
32	Flirtatious
33	Formal
34	Friendly
35	Fuming
36	Giving
37	Gleeful
38	Gloomy
39	Grumpy
40	Hard-hearted
41	Harmless
42	Hateful
43	Helpless
44	Hopeless
45	Hostile
46	Immoral
47	Impotent
48	Independent
49	Intellectual
50	Intent
51	Interrupts
52	Jealous
53	Jeering
54	Jubilant
55	Laid back
56	Liar
57	Loving
58	Loyal
59	Maverick
60	Mean
61	Melancholy
62	Miserly
63	Obsessive
64	Obstructive
65	Offended
66	Peacemaker
67	Peevish
68	Perceptive
69	Pervert
70	Plain-thinking
71	Preoccupied
72	Puzzled
73	Rabble-rouser
74	Rebellious
75	Regretful
76	Respectful
77	Scared
78	Schemer
79	Secretive
80	Secure
81	Sensitive
82	Shifty
83	Shocked
84	Silky
85	Sceptical
86	Spendthrift
87	Strong
88	Tactless
89	Tardy
90	Threatened
91	Timid
92	Torn
93	Truthful
94	Uncomfortable
95	Unsettled
96	Vindictive
97	Virtuous
98	Vivacious
99	Well-mannered
100	Worried

Quirks

Any character can be boring. A quirk makes them more interesting and "real". Roll 1d4-1 to determine how many they have, if any.

D100	1d4-1 Quirks
1	Absently calls people by different names when speaking with them
2	Always has a mild sunburn
3	Always invites people to events -
4	Always plugs their favourite person
5	Always sits with back to a wall;
6	Attracts birds
7	Avoids making eye contact
8	Bland expression all the time
9	Blinks constantly
10	Boasts about their sexual exploits
11	Burps with gusto
12	Close talker
13	Collects hair
14	Collects snakes skins
15	Colour blind
16	Commits to some specific ritual every morning
17	Confuses information and facts easily
18	Constantly hums or whistles to self
19	Constantly refers to themselves in the third person
20	Control freak
21	Cracks knuckles when stressed
22	Cryptic talker
23	Delays in crucial moments
24	Doesn't get most jokes
25	Each eye is of a different colour
26	Ends every sentence with a wink
27	Farts with gusto
28	Fears strangers
29	Fidgets constantly
30	Flips hair out of the way arrogantly
31	Flips lucky coin
32	Forgets what they are saying
33	Grins constantly
34	Has a bad cold
35	Has a deep, raspy voice
36	Has a major scar
37	Has a melodramatic manner
38	Has a nasty rash
39	Has a pouch of candied giblets
40	Has an invisible friend
41	Has bad skin
42	Has mood swings
43	Has strong body odour
44	Has to have last word
45	Has trouble hearing
46	Hiccups when nervous or stressed
47	Impresses all with the ability to play music through their nose
48	In a hurry, always rushing about
49	Injures themselves constantly
50	Interrupts themselves
51	Is a "know it all"
52	Is a picky eater
53	Is a serious flirt
54	Is a living weather vane
55	Is extremely clumsy
56	Is never without their pet
57	Is noticeably fastidious
58	Is rude to waiters and waitresses
59	Keeps a plush toy or a doll
60	Likes to play games
61	Looks boldly at people
62	Loses things all the time
63	Loves to dance
64	Loves to sprinkle quotes throughout their conversation
65	Mumbles
66	Narcoleptic
67	Near-sighted - squints at whoever is talking to them
68	Paces back and forth
69	Pack rat
70	Remembers everyone as an old school chum
71	Rolls their eyes when talking about other people
72	Says "excuse me" a lot
73	Says a blessing a lot
74	Scratches a lot
75	Shakes fist in the air often
76	Sleepwalker
77	Smells really good
78	Smooth clothing
79	Sniffs incessantly
80	Snores loudly
81	Speaks in a low, deep voice
82	Speaks very quickly
83	Speaks very slowly
84	Squints their eyes a lot
85	Stares and seldom blinks
86	Strict carnivore
87	Takes notes obsessively
88	Talks rapidly
89	Talks slowly
90	Talks too loudly
91	Talks too quietly
92	Uses a dismissive hand wave
93	Uses the same hand gestures spells
94	Uses the same vocal pause repeatedly
95	Vegetarian, but hides it
96	Very nervous
97	Very touchy/feely
98	Visible birthmark
99	Wears a ring on every finger
100	Whines and complains a lot

Senses

Sight/eyes

How well can the character see visually?

D20	Sight Condition
1 - 10	Both eyes fine
11	Blind in one eye (50/50)
12	Blind in all eyes
13 -14	Short sighted
15 – 16	Long sighted
17	Eye(s) missing
18 – 19	1 eye enhanced
20	All eyes enhanced

Enhancements can allow for sight beyond what a normal member of the species can see, such as more detail or extra spectrum of light.

Sound/hearing

How good is the characters hearing?

D20	Hearing
1 - 11	All ears fine
12	Deaf in one ear
14	Deaf in both/all ears
15	Cannot hear higher frequencies very well
16	Cannot hear lower frequencies very well
17	1 ear missing
18	Has tinnitus (50% chance of being both ears)
19	1 audio input enhanced
20	Hearing Enhanced

Like enhanced sight, enhanced hearing could reflect a genetic mutation or manipulation that has improved the characters hearing.

Taste/Smell

How good is the characters sense of smell & taste? Either roll for both at the same time or treat separately.

D20	
1	No taste/smell
2 - 3	Poor
4 – 6	Below average
7 – 14	Average
15 – 17	Above average
18 – 19	Highly developed
20	Could work as a professional food taster

Extra Senses (non-psionic)

This covers any other sense, such as sensitivity to heat, or electro magnetism or any other senses the species to which the character belongs possess. This is expressed as a value when compared to the racial/species average.

D20	
1	4d20% worse
2 - 3	2d20% worse
4 – 6	1d20% worse
7 – 14	Normal/Average
15 – 17	1d20% better
18 – 19	2d20% better
20	4d20% better

Sexuality

What is the nature of the characters sexuality?

D8	Sexuality
1	Asexual
2	Bi-Curious
3	Bisexual
4	Heterosexual
5	Homosexual
6	Pansexual
7	Polysexual
8	Unsure/Other

Skin

Skin Colour

D20	Skin tone
1	Beige
2	Black
3	Chocolate
4	Dark Brown
5	Dark Grey
6	Green
7	Grey
8	Ivory
9	Light Brown
10	Olive
11	Pale
12	Peach
13	Reddish
14	Tanned
15	Tinted – Green
16	Tinted - Grey
17	Tinted - Yellow
18	White
19	White/Pink – Light
20	Other

Some skin tones are suitable or rare for certain races.

Skin Condition

D10	Condition
1 - 3	Clean
4	Dirty
5	Greasy
6	Pierced
7	Pock-marked
8	Scarred
9	Smooth
10	Tattooed/Altered

Voice

As with a few of the other charts here, what is appropriate for one race is not always suitable for another. Still, having an elf who talks like a dwarf might be amusing and rather confusing for those listening in

D100	Voice type
01 – 04	Accented
05 – 08	Artificial – High Quality
09 – 12	Artificial – Poor Quality
13 – 16	Boring/Droning
17 – 20	Can't speak
21 – 24	Charismatic
25 – 28	Childish
29 – 32	Clear
33 – 36	Deep
37 – 40	Demonic/Evil
41 – 44	Giggles
45 – 48	High Pitched
49 – 52	Loud
53 – 56	Mumbling
57 – 60	Musical
61 – 64	Nasally
65 – 68	Normal
69 – 72	Older
73 – 76	Quiet
77 – 80	Rapid
81 – 84	Raspy
85 – 88	Silky
89 – 92	Slow
93 – 96	Variable
97 - 00	Younger

Life Events

Each character has 1d4-1 life events, dealing with their family history, birth/conception, through child hood and onto old age.

Family history covers an important event in the family's history. It may have been the characters parents or an ancestor. If it is still relevant to the characters life then it counts

Note
These events are duplicates from Backgrounds and details kit volume 1, with a few minor alteration

Family History

What is the main background the character was born into?

D10	
1	Artistic Family
2	Business
3	Crime Family
4	Founders Family
5	Military Family
6	Political
7	Refugees
8	Technological breakthrough
9	Nothing Special
10	Other

Birth/conception

D10	
1	Caesarean birth
2	Distinctive birthmark
3	Is reincarnated from another character/npc
4	Mother dies giving birth
5	Multiple birth – Only survivor
6	Omen - Negative
7	Omen – Positive
8	Premature birth
9	Stolen from birth family
10	Other Birth Event

Childhood

D20	
1	Almost died/accident
2	Bullied
3	Childhood disease
4	Childhood job
5	Class/profession chosen
6	Could walk/talk at early age
7	Crime committed/accused
8	Imaginary Friend
9	Inherited something
10	Injured
11	Lifelong friendship started
12	Moved/left hometown
13	Natural disaster survivor
14	Parent or other significant family member lost/died
15	Pet – gained
16	Pet - lost
17	Run away from home
18	Sold/stolen into slavery
19	Witnessed a crime
20	Other event

Teen/Young Adult

D20	
1	Apprenticed/Tested
2	Became a parent
3	Committed a crime
4	Encountered monster
5	Gains/lost employment
6	Got married
7	Inherited something
8	Injured
9	Kicked out of school/college etc.
10	Left home
11	Made a friend for life
12	Made an enemy for life
13	Religious experience
14	Saved a life
15	Survived plague
16	Taught how to use a weapon
17	Travelled abroad
18	Volunteered for military service
19	Witnessed a crime
20	Other

Adult

D20	
1	Accused of something
2	Adopted a child/gave away
3	Adventure
4	An enemy once thought killed returns
5	Business started/lost
6	Child died
7	Died – resurrected
8	Discovered/found something
9	Encountered monster
10	Gain fame/infamy
11	Got married/separated
12	Had a child
13	Had an affair/was cheated on
14	Injured – non battle
15	Injured in battle
16	Promotion
17	Religious experience
18	Saved a life
19	Thought killed/lost
20	Other

Old

D20	
1	Accused of a crime
2	Almost died of natural causes
3	Became a hermit
4	Becomes a grandparent
5	Heard a banshee
6	Lifetime award
7	Lives a lot longer than normal
8	Loses a child
9	Major investment matures
10	Mental Disease
11	Omen - Negative
12	Omen - Positive
13	One Last Major Adventure
14	Partner/Friend dies
15	Religious experience
16	Retired from class/profession
17	Sight or other sense degrades
18	Something/someone named after them
19	Stopped a crime
20	Other

Upcoming Supplements

There is always more to add to your character. No-one book can possibly cover all the almost infinite number of combinations that are possible.

As such, keep an eye out for future supplements that can be used in conjunction with this kit or on their own.

Supplements such as:

- Methods of character death, space and planet bound
- Implants, legal and otherwise
- Body modifications, such as tattoos and piercings
- The vehicles they drive/pilot
- Mental abilities
- What skills do they posses?
- Secrets that must never be told or will cause problems if found out.