

Basic Character Generation System Sheet (V2)

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You will need two six-sided dice (2d6), which can be found in many board games or purchased at many stores.

Roll 1d6 twice to pick an archetype that appeals to your character. (Feel free to pick more than one, and even combine them!)

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| 1/1: A steady and decisive leader | 3/1: A determined and patient diplomat | 5/1: An insightful and profound philosopher |
| 1/2: A glamorous and vivacious entertainer | 3/2: A warm and loving parent | 5/2: A kind and generous philanthropist |
| 1/3: A sly and clever spy | 3/3: A dedicated and knowledgeable scholar | 5/3: An independent and unfettered wanderer |
| 1/4: A wise and knowing mentor | 3/4: A free spirited and dreamy poet | 5/4: A supportive and thoughtful friend |
| 1/5: A creative and innovative artist | 3/5: A noble and unfaltering knight | 5/5: A quirky and playful jokester |
| 1/6: A brave and daring explorer | 3/6: A helpful and loyal assistant | 5/6: A firm and focused commander |
| 2/1: A brilliant and hardworking scientist | 4/1: A wicked and tricky witch | 6/1: A resourceful and visionary inventor |
| 2/2: A strong and powerful fighter | 4/2: A dashing and attractive swashbuckler | 6/2: A determined and courageous soldier |
| 2/3: A compassionate and gentle healer | 4/3: A skillful and meticulous craftsman | 6/3: A benevolent and holy priest |
| 2/4: A sharp and witty negotiator | 4/4: A talented and passionate chef | 6/4: A stealthy and cunning thief |
| 2/5: A smooth and sensual lover | 4/5: A bold and imaginative novelist | 6/5: A sage and canny mystic |
| 2/6: A charming and fun-loving socialite | 4/6: A tough and grizzled gunslinger | 6/6: An astute and perceptive investigator |

Roll 1d6 twice to pick an aesthetic that appeals to your character. (Feel free to pick more than one, and even combine them!)

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| 1/1: Sleek and smooth | 3/1: Fresh and clean | 5/1: Mysterious and obscure |
| 1/2: Organic and natural | 3/2: Refined and elegant | 5/2: Bright and sunny |
| 1/3: Soft and gentle | 3/3: Harsh and imposing | 5/3: Sparkly and magical |
| 1/4: Intricate and detailed | 3/4: Snug and cozy | 5/4: Sizzling and smoking |
| 1/5: Fun and quirky | 3/5: Surreal and strange | 5/5: Eclectic and mismatched |
| 1/6: Brash and wild | 3/6: Sharp and bold | 5/6: Rough and gritty |
| 2/1: Mechanical and shiny | 4/1: Mystical and dreamy | 6/1: Rustic and quaint |
| 2/2: Simple and practical | 4/2: Stark and austere | 6/2: Light and airy |
| 2/3: Dark and eerie | 4/3: Geometric and angular | 6/3: Cool and flowing |
| 2/4: Urban and modern | 4/4: Neon and glowing | 6/4: Practical and utilitarian |
| 2/5: Cluttered and busy | 4/5: Aquatic and deep | 6/5: Decayed and grungy |
| 2/6: Sensual and romantic | 4/6: Vintage and classic | 6/6: Sweet and cute |

Roll 1d6 to pick a class your character resembles most:

- 1: Fighter/Soldier
- 2: Rogue/Thief/Scout
- 3: Healer/Medic
- 4: Ranger/Archer/Sniper
- 5: Mechanic/Engineer/Crafter
- 6: Mage/Scientist/Alchemist

Roll 1d6 to determine where your character is from:

- 1: Home outside of town or city
- 2: Very small town
- 3: Fairly small town
- 4: Medium town
- 5: Large town or small city
- 6: Large city

Roll 1d6 to pick a useful skill your character also has:

- 1: Shopping and finding bargains
- 2: Speaking and socializing
- 3: Researching and studying
- 4: Navigating and pathfinding
- 5: Fashion and decorating
- 6: Cooking and preparing food

Roll 1d6 to determine your character's greatest desire:

- 1: Love and approval
- 2: Fame and recognition
- 3: Wealth and prosperity
- 4: Knowledge and information
- 5: Adventure and freedom
- 6: Peace and security

Roll 2d6 to pick a palette to inspire your character's complexion:

- 2: A spring meadow
- 3: A summer garden
- 4: An autumn wood
- 5: A winter mountain
- 6: An ocean shore
- 7: A forest brook
- 8: A desert stream
- 9: Early morning
- 10: High noon
- 11: Late evening
- 12: Deep night

Roll 1d6 for your character's biggest source of shame:

- 1: Making a selfish choice that harmed others
- 2: Being petty and cruel for fun or catharsis
- 3: Following a toxic crowd or ideology
- 4: Making a decision that led to personal ruin
- 5: Letting someone down on something important
- 6: Failing to act on an important opportunity

Roll 2d6 to determine your character's interests, opinions, political leanings, etc. 2 is one extreme, 7 is a moderate or neutral position, and 12 is the other extreme. Be as specific or generalized as you feel you need. Adjust anything that you feel doesn't mesh with your character's personality or background as you see fit.

Roll 2d6 to determine other physical attributes (height, muscle, fat, attractiveness, etc.). Go as simple or as detailed as you want. 2 is on the very low end, 7 is average, 12 is on the very high end. Adjust anything you feel is at odds with your character's lifestyle as necessary.

Roll 2d6 for any other attributes you want to randomize. Other attributes you might roll for include level of affluence, level of notoriety, quality of upbringing, skillfulness, knowledge, experience, self-awareness, messiness vs. tidiness, pessimism vs. optimism, etc.