

TALES FROM THE FLOATING VAGABOND™:

The Random Character Stereotype Generator

Step 1: Roll 1d10 on the following chart, twice. Record the character elements you get. If both dice come up with the same number, then your character only has one element.

Arithon rolls 2d10 and comes up with a 3 and an 8, giving him the elements Monkey and Wizard. Put those together, and his character is a Monkey Wizard.

Bugshoe roll a 4 and another 4, giving him Mutant twice, which means he is simply a Mutant.

Step 2: Average the stats for all the character elements together. (For those of you who went to a public school in the United States, that means add the stats together and divide them by the number of elements you added, rounding off [round up at .5 or higher, round down at lower than .5].)

Arithon's Monkey Wizard has the following stats: Strength - 2, Nimbleness - 4, Aim - 3, Smarts - 3, Cool - 3, Common Sense - 2, Luck - 3, Magic - 3 (he has no Power or Chrome).

Bugshoe's Mutant has: Strength - 2, Nimbleness - 2, Aim - 2, Smarts - 2, Cool - 2, Common Sense - 2, Luck - 2, Power - 6 (he has no Magic or Chrome).

Step 3: All random character stereotypes begin with either the Hurt People or Shoot Things skill; your choice. Each character element adds two additional skills, as seen on the table. If your character has only two elements, take both skills listed for each of those elements. If your character has more than two elements, choose one skill from each element.

Arithon chooses the Shoot Things skill, which he adds to his character's list of Acrobatics, Throw Things, Cast Spell, and Mess With Dangerous Goop.

Bugshoe chooses Hurt People, which he adds to his list of Headbutt and Zap Things.

Step 4: Distribute 100 skill points among all the skills you have chosen and use them to buy levels in those skills. Any skill points left over are lost, so spend them all if you can.

Since Arithon has 5 skills, he decides to evenly distribute his skill points among all of them, giving him 20 points in each. This gives him skill levels/skill totals of: Shoot Things (2/5), Acrobatics (2/6), Throw Things (2/5), Cast Spell (4/7), and Mess With Dangerous Goop (2/4).

Bugshoe only has 3 skills, so he can't simply divide his points evenly. He decides to put 40 points in Hurt People, 30 in Headbutt, and 30 in Zap Things (the 5th level costs double). He now has skill levels/totals of: Hurt People (4/6), Headbutt (3/5), and Zap Things (5/7).

Step 5: Choose one of the Shticks listed for your character's elements.

Arithon chooses the Merlin Effect for his Monkey Wizard.

Bugshoe takes the Wood Effect, since that is the only one he has available.

Step 6: If any of your character elements comes with Cheese, take the Cheese listed for your stat level and everything for the lower levels of that stat.

Arithon's character has a Magic level of 3, so he gets the Fire Mage Spell List, a cat Familiar, and the Mind Game Spell List.

Bugshoe's has a Power level of 6, so he gets all of the powers the Mutant: Stat Boost (Strength +4), Telekinesis, Zap, Psychic Headbutt, Increase Telekinesis Strength (+2), Increase Zap Damage (1 Bump). He also gets all the weaknesses: code of honor, erratic power (tied to Telekinesis) d8, misunderstood by authorities, arch enemy, power shutoff circumstance (whenever he gets wet, he loses the Strength increase for his Telekinesis), every movie made about his character sucks, and he is vulnerable to yams.

Step 7: Calculate Oops! Points, and Damage Bonus; record Luck Points.

Arithon's Monkey Wizard has 9 Oops! Points, a Damage Bonus of 0, and 3 Luck Points.

Bugshoe's Mutant has 12 Oops! Points (because the Stat Boost power increased his Strength to 6), a Damage Bonus of 2 slides, and 2 Luck Points.

Step 8: Take all of the Stuff listed for each character element, discarding stuff you don't want.

Arithon sees that the Monkey Wizard starts with a vest, a cute little hat, a spell book, and a staff. He decides to keep everything but the vest (he never was much of a vest wearer).

Bugshoe discovers that the Mutant gets nothing but a cool leather outfit, which he decides to take.

Step 9: Think up a reasonably implausible background story for your character. Be warned: if your background seems realistic or well thought out, the Bartender will probably tell you to go back and start again.

Arithon decides that his Monkey Wizard is named Mr. Heeps. He was once the familiar of a great wizard. One day he got into an argument with his master and flung poo at him. Enraged that the monkey had ruined his embroidered silk mage's robe, the wizard kicked him out, but not before he stole a spell book.

Bugshoe puts a whole lot more thought into his character. There are mutants, and some of them have super powers. His character is one of them. His name is Ben the Mutant.

Step 10: Play!

Here are Arithon and Bugshoe's characters in their finished forms:

Mr. Heeps

(Monkey Wizard)

Player: Arithon

Stats

Strength: 2

Nimbleness: 4

Aim: 3

Smarts: 3

Cool: 3

Common Sense: 2

Luck: 3

Magic: 3

Damage Bonus: None

Oops! Points: 9

Luck Points: 3

Shitick: Merlin Effect

Skills (level/total)

Acrobatics (2/6)

Cast Spells (4/7)

Mess With Dangerous Goop (2/4)

Shoot Things (2/4)

Throw Things (2/5)

Cheese

Spell Lists: Fire Mage, Mind Game

Familiar: Mr. Fluffypants (cat)

Stuff

Cute Little Hat

Staff (d8 damage)

Spellbook

Ben the Mutant

(Mutant)

Player: Bugshoe

Stats

Strength: 6

Nimbleness: 2

Aim: 2

Smarts: 2

Cool: 2

Common Sense: 2

Luck: 2

Power: 6

Damage Bonus: 2 Bumps

Oops! Points: 12

Luck Points: 2

Shitick: Wood Effect

Skills (level/total)

Headbutt (7/9)

Hurt People (8/10)

Zap Things (5/7)

Cheese

Stat Boost (Strength) +4

Telekinesis (boosted to effective Strength of 4)

(Erratic Power- d8)

(Power Shuts off when he gets wet)

Zap (damage d10)

Psychic Headbutt

Weaknesses

Code of Honor

Misunderstood by Authorities

Arch-Enemy

Your Movies Suck

Vulnerability to Yams

Stuff

Cool Leather Outfit (1 Armor Point)

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d10 Roll	Character Element	Stats	Skills	Shtick	Cheese	Stuff		
1	Cowboy	S: 3 N: 2 A: 5 Sm: 2 C: 3	CS: 2 L: 3 Cr: 0 M: 0 P: 0	Look Good at All Times, Ride	Rogers Effect	-- Faithful Horse, Cowboy hat, Six-shooter		
2	Cyborg	S: 2 N: 2 A: 4 Sm: 2 C: 2	CS: 1 L: 1 Cr: 6 M: 0 P: 0	Cyber-Scam, Fiddle With Electronic Gadgets	Rambo Effect	Chrome	Cyberware	
						1 2 3 4 5 6	Stat Boost (Nimbleness) +2, Stat Boost (Aim) +2 Replacement Arm, Cyber-gun, Replacement Eye, Smart-Gun Link Neuro-Jack Replacement Legs (2), Runnin' Fool Legs Armor (level 2) Hydraulic Headbutt Ram	
You can take more Cyberware than your Chrome by taking levels in Rust						Cyberware		
3	Monkey	S: 2 N: 6 A: 2 Sm: 1 C: 4	CS: 2 L: 4 Cr: 0 M: 0 P: 0	Acrobatics, Throw Things	Dolittle Effect	-- Vest, Cute little hat		
4	Mutant	S: 2 N: 2 A: 2 Sm: 2 C: 2	CS: 2 L: 2 Cr: 0 M: 0 P: 6	Headbutt, Zap Things	Wood Effect	Power	Powers	Weaknesses
						1 2 3 4 5 6	Stat Boost (Strength) +4 Telekinesis Zap Psychic Headbutt Increase Telekinesis Strength (+2) Increase Zap Damage	Code of Honor Erratic Power (d8) Misunderstood by Authorities Arch-Enemy Power Shut-off Circumstance* Your Movies Suck, Vulnerability to Yams
* If you get wet, you cannot use Telekinesis						Cool leather outfit (1 Armor point)		
5	Ninja	S: 2 N: 4 A: 4 Sm: 1 C: 4	CS: 4 L: 1 Cr: 0 M: 0 P: 0	Hurt People Really Badly, Sneak	Wire-Fu Effect	-- Ninja-to, Shuriken (lots), Ninja suit		
6	Pirate	S: 2 N: 4 A: 4 Sm: 1 C: 4	CS: 1 L: 4 Cr: 0 M: 0 P: 0	Drive Vehicle (Sailboat), Swing Nasty Pointy Thing with Panache	Flynn Effect	-- Cutlass, Hat, Matchlock Pistol, Parrot		
7	Space (-man)	S: 2 N: 3 A: 4 Sm: 2 C: 3	CS: 3 L: 3 Cr: 0 M: 0 P: 0	Fly, Strike Dramatic Pose	Rodgers & Hammerstein Effect	-- Rocket Pack, Zap-a-Gun		
8	Wizard	S: 1 N: 1 A: 2 Sm: 5 C: 2	CS: 2 L: 1 Cr: 0 M: 6 P: 0	Cast Spells, Mess with Dangerous Goop	Merlin Effect	Magic	Spells and Magical stuff	
						1 2 3 4 5 6	Fire Mage Spell-list Familiar (Cat) Mind Game Spell-list Astral Projection Summoner Spell-list Necromancer Spell-list	
						Spellbook, Staff		
9	Zombie	S: 6 N: 2 A: 2 Sm: 0 C: 4	CS: 4 L: 2 Cr: 0 M: 0 P: 0	Break Things, Look Like Stereotype	Schwarzenegger Effect	-- Nothing. Suck it; you're a stinking zombie!		
10	Roll Two more dice, keep both results							
Stat Abbreviations: S = Strength, N = Nimbleness, A = Aim, Sm = Smarts, C = Cool, CS = Common Sense, L = Luck, Cr = Chrome, M = Magic, P = Power								