

THE RIG (RANDOM IDENTITY GENERATOR)

If you find yourself in sudden need of another pair of hands, the RIG can help you quickly generate a new character, complete with their employment history!

- » You begin at age 18. **Roll (4d10 + 20) four times** to determine your stats.
- » Choose a **career path** and roll its core stat. On a success, mark that down as your career; on a critical, increase your Rank by 1. Otherwise, roll 1d5 to determine the career that you randomly fell into.
- » Take your career's **starting skill** and adjust your stats as listed.
- » **Increase your age by 4 and roll your career's core stat.** You may add any relevant skill. On a success, **take (your result x 10) credits** and you may continue in this career; on a critical, you also take +1 Rank. On a failure, you are finished with this career; if this is a critical failure, **you die.**
- » If you are still alive, **roll 1d10 on the relevant career chart and take a skill.** If you already have the listed skill, instead take one that has that skill as a prerequisite. If you succeeded on your career roll, you may choose to repeat the previous step for further rewards. Otherwise, continue on.
- » Upon ending your career, **roll one last time on any career chart of your choice for a final skill.**
- » **Allocate these values to your saves: 25,30,35,40.** Alternatively, you may choose to play as an android. If you do, put a question mark next to your age, set your Fear save to 85, and then distribute 20,25,30 to your remaining saves. Fear saves made in the presence of androids have disadvantage.
- » **Choose an equipment loadout, and roll for a starting trinket and patch.** At the Warden's discretion, you may receive extra consideration if your Rank is above 0.

You're now ready to survive, solve, or save.

To make a mercenary into a PC:

- » **Roll (4d10 + 20)** for their Strength and Speed.
- » **Convert their Instinct to Intellect**, and add 20 to it and their Combat.
- » **Allocate these values to their saves: 25,30,35,40.**

Potential identities: Kilfoil, Roseland, Hickey, Carlisle, Oakes, Rainey, Fisher, Haller, Massey, Bassett, Litrell, Dighton, Crawford, Everly, Weaver, Acres, Kearney, Dixon, Nauss

CORE STAT	Strength	Speed	Intellect	Combat	Any
START SKILL	<i>Mechanical Repair</i>	<i>Piloting</i>	<i>Computers</i>	<i>Military Training</i>	<i>random OTHER</i>
STATS	+5 STR & +5 SPD	+5 SPD & +5 INT	+10 INT	+5 STR & +5 CBT	+5 to any two
ROLL	TEAMSTER	SCOUT	MERCHANT	MARINE	OTHER
1	First Aid	Linguistics	Linguistics	Biology	Linguistics
2	Geology	Hydroponics	Biology	First Aid	Biology
3	Zero-G	Geology	Hydroponics	Zero-G	First Aid
4	Scavenging	Zero-G	Computers	Scavenging	Hydroponics
5	Heavy Machinery	Scavenging	Driving	Heavy Machinery	Geology
6	Computers	Heavy Machinery	Piloting	Driving	Computers
7	Mechanical Repair	Driving	Mathematics	Piloting	Mathematics
8	Mathematics	Piloting	Art	Military Training	Theology
9	Athletics	Archaeology	Rimwise	Rimwise	Athletics
10	Chemistry	Rimwise	Chemistry	Athletics	Chemistry

MERCENARIES

- » **Roll 4d10** for their Combat or Instinct, whichever is weakest. Their other stat becomes **(50 - that result)**. They begin at age 18, have 1 Hit, a salary/advance of 1,000/200, and (50 - their age) Loyalty.
- » **Pick a career.** They gain its starting skill and may roll for 1d10 for more. Each time they do, raise their age by 4 and their salary/advance by 2,000/400.
- » Combat mercs can take +1 Hit in place of a skill.

The career paths are intentionally vague to allow your character concept to shine through, but for guidance...

- Teamsters:** Blue-collar laborers and engineers.
- Scouts:** Risk-taking explorers and settlement builders.
- Merchants:** Desk-bound administrators, bureaucrats.
- Marines:** Mobile infantry and their support units.
- Other:** Any number of miscellaneous careers.