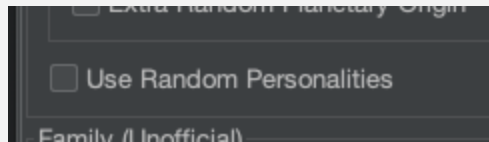# Random Personalities

Random personalities is a new feature that assigns personnel with random personality characteristics and quirks. At present, these characteristics are intended solely for flavor purposes. However, we are launching this feature now to allow existing campaigns to incorporate personality characteristics into their personnel. In the future, we plan to integrate these characteristics into a Random Events module, where they will influence the events personnel encounter.

Campaign Options

Random Personalities can be enabled through the Life Paths tab of campaign options. Currently, there is only one option related to random personalities.

Personalities

Personalities can be viewed via the person view screen. Furthermore, it is possible to edit personalities by right-clicking individuals and selecting 'edit person' from the GM Mode drop-down. Finally, personality can be fully regenerated by selecting 'regenerate personality' from the same menu.

Random Personality Generation

An individual's personality is generated by first rolling a 6-sided die for each of the four main personality tables (Aggression, Ambition, Greed, and Social). On a roll of a 6, a 25-sided dice is rolled to determine which characteristic is selected. On a roll of 1-24 a minor characteristic is chosen. On a roll of a 25 a major characteristic is determined by rolling a follow-up d6.

Once the main personality characteristics are selected, Intelligence is rolled using a 1000-sided dice. The higher the roll, the more intelligent the character based on a bell curve. When using the Education Module, a characters' intelligence will affect their chance to graduate from academies. More information can be found in the Education Module documentation.

Finally, a 10-sided die is rolled to determine whether the character has a personality quirk. On a roll of a 10 one of 100 quirks will be chosen for the character.

Once this process has been completed, if the character hasn't got a single personality characteristic the process is repeated. This is repeated as many times as necessary to ensure a valid personality is generated.