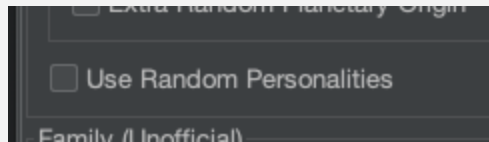# Random Personalities

Random personalities is a new feature that assigns personnel with random personality traits and quirks. At present, these traits are intended solely for flavor purposes. However, we are launching this feature now to allow existing campaigns to incorporate personality traits into their personnel. In the future, we plan to integrate these traits 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 4-sided die to determine which table the initial personality trait is drawn from. Next, a 25-sided die is rolled to select the specific trait. Traits are categorized into Minor and Major traits. Typically, an individual will only be given (at most) one Major trait, although any personality traits can be assigned through the edit person dialog.

Once the first trait is determined, the process is repeated. However, any calls for the same table as the first roll are re-rolled. Additionally, if the first roll results in a Major trait, any Major trait results from the second table are re-rolled.

The four personality tables are Aggression, Ambition, Greed, and Social. Generally, the traits grouped under each category follow that theme. However, that is not always a given. In total, there are 90 personality traits. 24 minor traits, and 6 major traits for each category divided into roughly equal amounts of positive and negative traits.

Once traits have been selected, a 20-sided die is rolled to see whether the character has a personality quirk. There is a 1-in-20 chance that the character will be randomly assigned a personality quirk. If a quirk has been rolled, MekHQ will assign the character one of 100 possible quirks at random. Characters may not have more than one quirk at any time.

Finally, a 1,000-sided die is rolled to determine the characters' level of intelligence. There are 25 different intelligence ratings, ranging from brain dead to genius. 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.

📃 Random Personalities