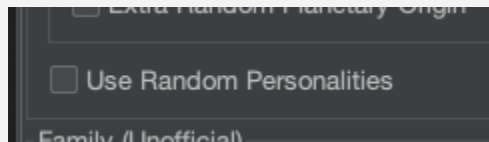


Random Personalities

Random personalities are a new feature that assigns personnel with random personality traits. 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.



Corporal Ennis Peterson
Mech Tech

Status: Active
Origin: [Frobisher](#) (Independent)
Age: 19
Gender: Female
Recruited: 3025-01-01
Time in Service: 0 year(s)

Skills and Abilities
Small Arms: 6+
Tech/Mech: 8+

Injury Report
 **Injury Penalties:** None

Personality

Ennis is willing to do whatever it takes to get ahead, often disregarding others' feelings or well-being in the process. She exudes calm and harmony, always seeking to avoid conflict and maintain a serene environment.

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 13-sided die is rolled to select the specific trait. Traits are categorized into Minor and Major traits. Typically, an individual is allowed only 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 and their possible results are as follows:

Aggression (1)

- 1-3:** Peaceful
- 4-6:** Professional
- 7-9:** Stubborn
- 10:** Aggressive (Major)
- 11:** Brutal (Major)
- 12:** Bloodthirsty (Major)
- 13:** Murderous (Major)

Ambition (2)

- 1-3:** Unambitious
- 4-6:** Driven
- 7-9:** Assertive
- 10:** Arrogant (Major)
- 11:** Controlling (Major)
- 12:** Ruthless (Major)
- 13:** Deceitful (Major)

Greed (3)

- 1-3:** Generous
- 4-6:** Frugal
- 7-9:** Greedy
- 10:** Selfish
- 11:** Insatiable
- 12:** Lustful
- 13:** Thief

Social (4)

- 1-3:** Reclusive
- 4-6:** Resilient
- 7-9:** Temperate
- 10:** Wise
- 11:** Loving
- 12:** Impartial
- 13:** Honorable