2400 COSMIC CHARACTERS

Randomly rolling up a character can be a fun way to invent characters with richer backgrounds than you might have anticipated. It is also handy to have if you need a character quickly.

Rolling: Anywhere it says to roll, you may of course choose an option from the table.

Skill Ratings: All skills start at (d8)

ORIGIN

Roll 1d6 to gain an Origin

1 Downsider
2 Downsider
3 Downsider
4 Spacer
5 Spacer
6 Spacer

Roll 1d6 once on the appropriate column for a skill relevant to your origins. Imagine how you earned your proficiency in this area based on your upbringing.

DOWNSIDER	SPACER
1 Labor	1 Spacewalking
2 Labor	2 Spacewalking
3 Labor	3 Spacewalking
4 Connections	4 Connections
5 Hand-to-hand	5 Engines
6 Persuasion	6 Labor

SPECIALTY

Roll 1d6 to gain a Specialty.

1 Captain
2 Doctor
3 Drifter
4 Engineer
5 Gunner
6 Pilot

Roll 1d6 twice on the appropriate column for a skill relevant to your career. What life lessons, feats, missions, or other experiences earned you these proficiencies?

CAPTAIN	DOCTOR
1-2 Persuasion	1-2 Medicine
3-4 Intimidation	3-4 Reading People
5 Connections	5 Connections
6 Reading People	6 Electronics

DRIFTER	ENGINEER
1-2 Deception	1-2 Electronics
3-4 Forgery	3-4 Engines
5 Labor	5 Hacking
6 Sleight of Hand	6 Labor

GUNNER	PILOT
1-2 Explosives	1-2 Navigation
3-4 Shooting	3-4 Piloting
5 Electronics	5 Engines
6 Intimidation	6 Shooting

ROUNDING OUT

Roll 2d6 up to three times to gain additional skills ratings.

1-2 MENTAL	3-4 PHYSICAL	5-6 SOCIAL
1 Electronics	1 Climbing	1 Connections
2 Engines	2 Hand-to-hand	2 Deception
3 Forgery	3 Intimidation	3 Intimidation
4 Hacking	4 Labor	4 Reading People
5 Piloting	5 Running	5 Persuasion
6 Sleight of Hand	6 Stealth	6 Tracking

EXAMPLE

ORIGIN: Rolling a 6, my character gains the origin of *Spacer*.

ORIGIN SKILLS: Rolling a 2, my character acquires *Spacewalking*.

SPECIALITY: Rolling a 2, my character is *Doctor*.

CAREER SKILLS: Rolling a 2 & 5 on the Doctor Career Skill table gives my character *Medicine* and *Connections*.

ROUNDING OUT: Being a Doctor it feels appropriate to raise *Medicine* from a (d8) to a (d10.) I'm unsure of what else my Doctor has done so I roll 2d6 twice on this final table. A 1 & 6 gives me *Sleight of Hand*. Another roll of 4 & 6 gives me *Stealth*.

MAKING SENSE: I've rolled up a Doctor who was brought up in Space. The additions of *Sleight of Hand* and *Stealth* are interesting. What possible explanations could there be for these? A fantastical one might be that the Doctor primarily worked with children and taught themselves magic tricks so they could calm anxious young patients down during difficult moments. Another could be that they are Doctor on an impoverished level of a giant space station - they are self-taught and constantly having to steal medicines from other levels of the station to keep their community healthy.