

Roll Playing System Anthro Persona Creation

1) MOST EXCELLENT ATTRIBUTE

Roll d6	Attribute
1	AWE
2	CHA
3	CON
4	DEX
5	INT
6	STR
MND is a reserved attributes	

2) GENUS

Roll d6		
Roll d6	1-3	4-6
1	Aquarian	Avarian
2	Canine	Equine
3	Feline	Florian
4	Humanoid	Insectoid
5	Purestrain	Reptilian
6	Rodentia	Ursidae

3) VOCATION

Roll d6	Vocation
1	Biologist
2	Mechanic
3	Mercenary
4	Nomad
5	Spie
6	Veterinarian
Nothing is by player choice	
Knite is a reserved vocation	

4) CHOOSE ABILITIES

5) MUTATE

6) TOY

7) NAME and DESCRIBE

8) HAVE FUN!

ABILITIES

GENUS	ABILITY
Aquarian	Water Breathing
Avarian	Detect Ambush
Canine	Detect Radiation
Equine	Sprint / Jump
Feline	Sprint / Ambush
Florian	Photosynthesis
Humanoid	Extra Mutation
Insectoid	Psionic Defence
Purestrain	CHA
Reptilian	Torpor / Chameel
Rodentia	Sprint / Night Sight
Ursidae	Hibernate / Frenzy

VOCATION	ABILITY
Biologist add AWE	Danger Poison Symbolism
Knite add MND	Suggest Defence Telekinese
Mechanic add INT	Repair Improve Research
Mercenary add CON / STR	Weapons Defence Ambush
Nomad add AWE / CON	Sustenance Passage Tracking
Nothing add nil	Dress Flex Money
Spie add DEX	Deceive Escape Stun
Veterinarian add CHA	Heal Resus Suggest

MUTATIONS

Roll d6 and d6	MUTATION
1-1	Carapace
1-2	Chameleon
1-3	Communicate
1-4	Cryokinesis
1-5	Edible Tissue
1-6	Electric Shock
2-1	Force Field
2-2	Haste
2-3	Heighten Attr
2-4	Illusion
2-5	Launch Quills
2-6	Life Leech
3-1	Light Bending
3-2	Mental Blast
3-3	Molecule view
3-4	Phase
3-5	Planal Hide
3-6	Pockets
4-1	Pressurized
4-2	Project Sense
4-3	Psionic Defence
4-4	Pyrokinesis
4-5	Regeneration
4-6	Restoration
5-1	Rust
5-2	Sensory Deprive
5-3	Size Change
5-4	Smoke Screen
5-5	Sonar
5-6	Spit Poison
6-1	Telekinesis
6-2	Tele Flight
6-3	Teleport
6-4	Touch Heal
6-5	Ventriloquism
6-6	Wate change

Roll Playing System 4d2 Mechanic

- 1) **NUMBER** = 2d6 – 2d6 = +10 to -10
- 2) Check for **OUTCOME** (stop here)
- 3) Lookup a **DESCRIPTOR** (optional)
- 4) Add to the story

NUMBER	OUTCOME	TASKS	COMBAT Organic	COMBAT inorganic	NUMBER
+10	Immaculate	Invention	Fatal blow	Brain destroyed	+10
+9	Wondrous	Enhance Permanently	Wound, fatal	Power destroyed	+9
+8	Magnificent	Enhance Temporarily	Wound, mortal	Peripheral destroyed	+8
+7	Majestic	Improve for days	Wound, severe	Peripheral damaged	+7
+6	Masterful	Improve for hours	Wound	Software destroyed	+6
+5	Extraordinary	Improve for minutes	Wound, minor	Software damaged	+5
+4	Outstanding	Repair lasts months	Stun, severe	Software impaired	+4
+3	Superior	Repair lasts weeks	Stun	Rattle, severe	+3
+2	Solid	Repair lasts hours	Knockback	Rattle	+2
+1	Barely	Repair lasts minutes	Backfoot	Cosmetic	+1
0	Detente	Keep Trying	Detente	Detente	0
-1	Minor	Try again	Backfoot	Cosmetic	-1
-2	Clear	Wait minutes	Knockback	Rattle	-2
-3	Major	Wait hours	Stun	Rattle, severe	-3
-4	Severe	Wait days	Stun, minor	Software impaired	-4
-5	Massive	Wait weeks	Wound, severe	Software damaged	-5
-6	Complete	Complication	Wound	Software destroyed	-6
-7	Grievous	Severe complication	Wound, severe	Peripheral damaged	-7
-8	Disastrous	Damage	Wound, mortal	Peripheral destroyed	-8
-9	Calamitous	Severe Damage	Wound, fatal	Power destroyed	-9
-10	Cataclysmic	Destruction	Fatal blow	Brain destroyed	-10
NUMBER	OUTCOME	TASKS	COMBAT Organic	COMBAT inorganic	NUMBER

SHIFTS: add an attribute, ability, or story bonus to a max of +3. Only number counts as experience.

FOLDED ROLLS: Successful fold drops the negative from Number (+10 to 0). Failure fold adds a negative (-10 to 0)