

ATOMIK LIFEPAATH



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What is Fuzion?

Fuzion is a unified set of role-playing rules combining the best of the **Hero System™** (**Champions**) and **Interlock™** (**Cyberpunk®**, **Mekton Z™**). Not only can Fuzion be adapted to cover nearly every time, place, or setting, but it also has the ability to utilize existing **Hero™** and **Interlock™** rules and materials; if it is marketed as **Fuzion Capable**, it can be used as part of the Fuzion system.

Hero Games and R.Talsorian Games, Inc., jointly developed Fuzion. Many existing games systems use Fuzion, including **Champions: The New Millennium**, **Usagi Yojimbo**, **Bubblegum Crisis the RPG**, **VOTOMS**, **Mekton**, and many more. Fuzion uses a unique Plug-In system that allows for easy addition and removal of rules. For instance, to add Martial Arts to your campaign, you need only turn to a Martial Arts plug-in. To add Magic, Psionics, or Superpowers, these too may be easily plugged-in to the core rules (Total Fuzion).

Where Can I Get Fuzion?

The basic Fuzion rules (for character generation, combat, game mechanics, and basic plug-ins) can be found in any Fuzion product produced by R.Talsorian Games, Hero Games, or Gold Rush Games. However, as it is, these companies were kind enough to provide an on-line version of their core rules system. To obtain this file, please visit the following URL on the Internet (provided the site does not move, of course):

<http://www.herogames.com/fuzion/>

What is Atomik Fuzion?

Atomik Fuzion is collection of Fuzionable materials developed by Mark Chase, primarily plug-ins for Mekton and other Fuzion RPG gameworlds. These plug-ins include the mecha gameworlds of **Metal Storm: 2380** and **Lodoss War RPG**, as well as generic plug-ins for psionics, magic, sci-fi, and alien characters.

Playing Fuzion

You have this Atomik Fuzion plug-in game, so how do you play Fuzion? First, you must get a set of Total Fuzion rules. As mentioned, the rules to create characters and play the game can be found in any Fuzion Capable RPG book or at the web site listed earlier. If you are having trouble finding a Fuzion game book, visit your local gaming store and ask about the R.Talsorian Games or Heroes Games product line. I recommend **Champions: The New Millennium** or **Bubblegum**

Crisis for a good source. In late 1998 or 1999, R.Talsorian will be coming out with a Fuzion version of **Cyberpunk** and **Mekton**, which I would highly recommend.

Creating a Fuzion Character

To create a character for any Fuzion game, you must have a Fuzion rulebook (see above). Most any Fuzion rulebook should do.

The first step is to develop your character's lifepath. This text, Atomik Lifepath, details the usage of this system. Official Lifepath information can be found in other Fuzion books such as **Bubblegum Crisis** and **Champions**. There may also be other alternate systems available on the web.

The Origins Path for **Champions** is relevant only for superhero characters. If you are playing a superhero, Origins is a good way to flesh out his or her past. If not, you may ignore Origins all together.

Primary Characteristics as listed in Atomik Fuzion Plug-Ins are INT, WILL, PRE, TECH, REF, DEX, CON, STR, BOD, and MOVE. This is the same as it is for **Bubblegum Crisis** and **Champions**. PSI and MAGE may be added for Psionic or Magic plug-ins. Derived characteristics are calculated as normal.

Atomik Lifepath

The idea of the Lifepath goes back to **Cyberpunk™**, the first and by far most popular cyberpunk RPG.



Its popularity was such that the Lifepath was retained through many of R.Talsorian's games. Upon the advent of Fuzion, a joint venture between R.Talsorian and Hero Games, Lifepath was revitalized and has become a staple of new Fuzion powered games such as **Bubblegum Crisis** and **Champions: the New Millennium**.

However, the Lifepath system for these products has been custom tailored to its specific universe, and often unsuitable for players wishing to run a new, independent or home-brewed game. And some Fuzion games, such as **VOTOMS**, simply lack the Lifepath altogether. Other players and GMs have seen the need to expand upon the Lifepath, either making it more complete, dynamic, or better integrated with the character design process itself. Atomik Lifepath strives to address these issues, and presents a suped-up Lifepath that may be tailored to suit a variety of games, and can be made as simple or as complex as the GM may desire. The new system further integrates the Lifepath processes with character creation by directly relating life events to skills, talents, perks, and complications.

ATOMIK LIFEPATH-----[]

The Lifepath

The the first step in creating a character is to get his or her personality and past history established. The Lifepath is a special flowchart of events, personality quirks and plot complications that are used to give a character roleplaying depth and complexity. In effect, the Lifepath is your character's "Life Story", telling where he came from, what he's done and what he is like. To use the Lifepath, simply follow the instructions in each box of the chart, rolling a die or making a choice as instructed.

As part of the Lifepath process, you may also elect to take a few Complications: situations, problems, or personal limitations that enhance the roleplaying aspect of the character, and (coincidentally), generate extra Option Points to be used in the creation of the character later.

Along the Life Events portion of the Lifepath you will be able to link events to Skills, Talents, Perks, and Complications. The player may use this to create a character in one of two ways: 1) having selected all Skills, Talents, and Complications he could use the Lifepath Events to relate these skills and talents and complications directly to each event. Or 2), he could build the character as he rolls the events, buying relevent skills and talents and taking complications. For example, Parents Murdered would be a great place to take on a Responsibility, such as a Dependent (your kid sister), a Vow (to fight evil), or a Code of Honor (Never Harm an Innocent).

Personal Styles

For each Personal Style Table, there are five columns for different genres: one for Modern, one for Cyberpunk, one for Fantasy, one for Sci-Fi, and one for anime (Japanese Animation) style.

Clothing and Style (1D10)

1D10	MODERN	FANTASY	CYBERPUNK	SCI-FI	ANIME
1	Biker Leather	High Nobility	Biker Leather	Jumpsuit	Punk Leather
2	Skate Rat	Princely	Blue Jeans	Uniform	Blue Jeans
3	Blue Jeans	Noble	Corporate Suit	Old Terran	Black Suit
4	Corporate Suit	Wealthy	Raver/Punk	Corporate	Tacky Suit
5	Businss Casual	Knightly	Street Fashion	High Fashion	Casual Clothes
6	Casual Clothes	Merchant	High Fashion	Siliversuit	Skin Tight
7	High Fashion	Commoner	Cammos	Military Wear	Flashy Hero
8	Goth/Dark	Robes	Casual Clothes	Smuggler Style	High Fashion
9	Raver/Punk	Peasantry	Goth/Dark	Replifac	Punk Kid
10	Bum Rags	Dirty Rags	Bum Rags	Gov. Issued	Goth/Dark

Hairstyle (1D10)

1D10	MODERN	FANTASY	CYBERPUNK	SCI-FI	ANIME
1	Short & Curly	Long & Ratty	Mohawk	Bald	Long w/ Bangs
2	Fashion Style	Short & Curly	Long & Ratty	Ponytail	Wild &Unkempt
3	Crewcut	Long & Straight	Short & Spiked	Long & Staight	Thick & Wild
4	Neat & Short	Long & Wild	Wild & Unkempt	Fashion Style	Swept Back
5	Swept Back	Ponytail	Bald	Crewcut	Short & Spiked
6	Long & Straight	Dreadlocks	Striped	Designer-Do	Crewcut
7	Ponytail	Long w/ Bangs	Tinted	Neat & Short	Ponytail
8	Dreadlocks	Bald	Neat & Short	Flat 'monk' Cut	Striped
9	Bald	Thick & Matted	Short & Curly	Short & Trim	Dreadlocks
10	Thick & Matted	Wild & Unkempt	Long & Straight	Long & Ratty	Bald

Hair Color (1D10) unless bald

1D10	MODERN	FANTASY	CYBERPUNK	SCI-FI	ANIME
1	Black	Blond	Silver	Black	Blond
2	Black	Blond	Blond	Black	Red
3	Brown	Lt. Brown	Black	Blond	Brown
4	Lt. Brown	Brown	Black	Lt. Brown	Black
5	Blond	Brown	Lt. Brown	Brown	Black
6	Lt. Blond	Black	Brown	Red-Brown	Silver
7	Red-Brown	Black	Red-Brown	Red	Orange
8	Red	Red-Brown	Red	Orange	Green
9	Gray	Red	Two Colors	Silver	Blue
10	Silver	Gray	Roll on Sci-Fi	Roll on Anime	Purple

Accessories (1D10) only if desired

1D10	MODERN	FANTASY	CYBERPUNK	SCI-FI	ANIME
1	Goatee	Ritual Scars	Tatoos	Tatoos	Mirrorshades
2	Body Piercing	Face Paint	Mirrorshades	Useless Gadget	Black Shades
3	Surplus Boots	Armbands	Ritual Scars	Flight Jacket	Spiked Gloves
4	Trenchcoat	Leather Gloves	Spiked Gloves	Trenchcoat	Headband
5	Dark Shades	Fancy Hat	Nose Rings	Black Gloves	Dramatic Cap
6	Leather Gloves	Lots of Leather	Earrings	Hvy. Boots	Shouldr Guards
7	Big Hats	Lots of Jewlry	Long Fingernails	Dark Shades	Trenchcoat
8	Walkman	Earrings	Spike Boots	Skin Coloring	M.Arts Clothes
9	Lots of Jewlry	Dramatic Cap	Custom Lenses	Custom Lenses	Flight goggles
10	Tatoos	Tatoos	FingerlessGloves	Ritual Scars	Tatoos

About Traits

The character's Personality Traits determines his or her personality, philosophy of life, likes, dislikes, and general attitude to the world and the people around him.

Many GMs would like to do away with such a system all together, and more often than not the player ends up aggravated or disappointed at the results (after all, who wants a Silly and Fluffheaded hero?). Personality Traits work a bit different in Atomik Lifepath, in such a way as to make a more realistic and plausible character personality. It is still just as possible to end up with a flightily, happy-go-lucky character, as it is to get a diabolical, genocidal maniac, but odds are the character will come out pretty average, with his likes and dislikes properly weighted to his personality.

This is accomplished by taking the "weight" of the character's Personality or Life Philosophy and adding it to the roll for the other trait tables. In essence, a happy cheerful character will general like people, where as a darker, more selfish character will not.

Rules of the Roll

Invariably, when rolling on any sort of random Lifepath, you may roll something illogical, contradictory, or incompatible with the campaign itself. Players should therefore roll out their Lifepath in front of the GM for two reasons. One, to prevent cheating, and two, to get the GM's verdict on re-rolls.

Normally, players should not re-roll just because they get a bad result. After all, that's life. But the GM always has the final say, and if he thinks the result interferes with having a good plot or a strong character, he can allow any result to be re-rolled if he so chooses.

Personality Type

Roll Personality Type (1D10) to determine the character's inherent personality. This also gives the PER number, which is added to the Philosophy Roll, to weigh it appropriately.

1D10	Personality Type	PER
1	Extraverted, silly and fluffheaded	1
2	Extraverted, friendly and outgoing	1
3	Casually and carefree	2
4	Moody, rash, and headstrong	2
5	Introverted, stable and serious	3
6	Introverted, arrogant, proud, and aloof	3
7	Introverted, intellectual, and detached	4
8	Scheming, sneaky, and deceptive	4
9	Cold, Arrogant, and Ruthless	5
10	Antisocial, Violent, Sadistic, and Cruel	5

Philosophy of Life

Going along with Personality Type is the character's Philosophy of Life. It should be weighted toward the Personality Type by rolling 1D10 and adding the Personality Number (PER) given above (1D10 + PER), resulting in a set of numbers between 2 and 15. This also gives the PHILO number, which is added to all following Trait Tables to weigh them appropriately.

	Philosophy of Lie	PHILO
2	Love is the Greatest Virtue	1
3-4	Just Have a Good Time!	1
5	Friendship is Everything	2
6	Honesty is Purity	2
7-8	Honor is Everything	3
9	Money Money Money!	3
10-11	Power Governs All Things	4
12	Revenge is Sweet...	4
13-14	Survival of the Fittest	5
15	Entropy and Chaos Shall Prevail	5

Who Do You Value Most

The person most value in your life has a big effect on your personality, and the reverse is true as well. Are you friendly and outgoing to other people, or are you hostile and spiteful to all? This table is weighted by your Philosophy or Personality by rolling 1D10 and adding your PHILO (or PER) number given above (1D10 + PHILO) or (1D10+PER), giving a number between 2 and 15.

	Who Do You Value Most
2	You value everyone!
3	Everyone you know is a valuable person
4	Your parents
5	Sibling (your choice)
6	Close personal friend
7	A lover (girlfriend, boyfriend, etc)
8	A certain celebrity figure
9	Favorite teacher (school, trainer, sensei)
10	A hero (warrior, legend, or personal hero)
11	You value no one, or just don't care
12	Only yourself is important
13	You don't even value yourself...
14	You dislike everyone, even yourself
15	You hate everyone and everything

Traits Walkthrough

The added complexity of having a PER and PHILO numbers can be confusing, but it is really very straightforward. The first question asked might be "Why have both PER and PHILO, why not just use PER to weigh the Trait Tables?" In truth, this could be done. However, to allow for a greater sense of randomness, the two numbers are used to help widen the variations between Personality Type, Philosophy, and the Value Tables. That is to say, one has the ability to roll a very low (and "friendly") personality, but can then roll a high (and more negative) Philosophy. You may chose to use either PER or PHILO for weighing the other tables. Choosing PER means your Personality is the driving force of your mentality, and choosing PHILO means you live according to your philosophy.

As an example, let us roll out the Traits for Zedd Zebbens, a mercenary from the Outer Colonies. For Personality, we roll a 9 - Cold, Arrogant, and Ruthless, with a PER of 5. Very negative, but okay for a merc. For Philosophy, we roll a 2, but adding that to 5 (given by PER) our total is 7 - Honor is Everything, with a PHILO of 3. Because we don't want Zedd to be a psychopathic manic, we decide that he's an okay merc, whose honorable philosophy defines his lifestyle. So, we shall use the PHILO of 3 to weigh the other tables.

Next, we roll his most valued person to be 4, plus 3 is 7 - So Zedd values his girlfriend above everyone else. What he values most is rolled to be a 7, plus 3 is 10 - Wealth and money (to be expected for a merc!). His most valued possession is rolled as a 3, plus 3, which is 6 - A picture (we shall say it is of girlfriend). His world view is rolled to be 4, plus 3 is 7 - so he thinks no one can hurt him...

What You Valued Most

What do you value most in life? Do you value freedom, honesty, or money and power? This table is weighted by your Philosophy or Personality by rolling 1D10 and adding your PHILO (or PER) number given above (1D10 + PHILO) or (1D10+PER)

What You Valued Most

- 2 The whole world
- 3 All life
- 4 The truth
- 5 Wisdom above all
- 6 A sense of justice
- 7 Your honor
- 8 Your freedom
- 9 Your looks and reputation
- 10 Wealth and money
- 11 That others respect you
- 12 Your strength
- 13 Attaining power
- 14 Greater conquest
- 15 Killing

Most Valued Possession

What is your most valued possession? A picture? A book? A weapon? This table is weighted by your Philosophy or Personality by rolling 1D10 and adding your PHILO (or PER) for (1D10 + PHILO) or (1D10+PER).

Most Valued Possession

- 2 Beautiful memories
- 3 A flower!
- 4 A family heirloom
- 5 A memento
- 6 A picture
- 7 A childhood toy
- 8 Your favorite book
- 9 A valuable collectable
- 10 A certain device or gadget
- 11 A vehicle
- 12 Money and wealth
- 13 A weapon
- 14 The skull of an enemy
- 15 The Evil Overlord's Handbook™

Your World View

How do you feel toward other people? Are you friendly? Hostile? This table is weighted by your Philosophy or Personality by rolling 1D10 and adding your PHILO (or PER) number given above (1D10 + PHILO) or (1D10+PER).

Your World View

- 2 I love everyone!
- 3 People are wonderful!
- 4 Every person is a valuable individual.
- 5 I like most everyone.
- 6 I'm neutral to most people.
- 7 No one can hurt me!
- 8 Yeah, Whatever...
- 9 No one ever understands me...
- 10 You're born, you live, you die.
- 11 People must earn my respect! No free rides here.
- 12 Everyone is evil and untrustworthy.
- 13 People are tools. Use them, and then discard them.
- 14 People are sheep, born to be led!
- 15 People are scum and should all be killed.

The Background

Zedd Zebbens, our mercenary friend from the Outer Colonies, has a childhood background just like everyone else (though he won't admit it). His background did a lot to shape who he is today, so it is very important that it be clearly defined.

Starting off, we roll 1D10 and compare the result to the Early Background table. We roll a 5 and find that he is from a middle class family, pretty much average. Then we roll 1D10 to determine his siblings. We roll a 1, and discover he has one sibling. Rolling 1D10 again, the result is 7. According to the Sibling Table, this means the sibling dislikes him. It is up to us to determine the sibling's age and sex, so we decide it is an older brother, one who does not like Zedd because of the violent career he has chosen (perhaps the brother is a pacifist, priest, or whatever). This can be determined later if we chose to develop the brother character in more detail.

The Parental Status is next, so we roll 1D10 on that table. The result is a 9, which means something has happened (Family Events). We roll a 1 on the Family Events, showing that the parents died in war. Next we move to Family Status and roll a 4, which means we must roll on the Family Tragedies table. We roll a 6 and see that the entire family was murdered. This would include the brother, so he is no longer in the picture. This murder may be related to the death of the parents during the war (possibly executed in a concentration camp of some sort).

Childhood Events follow next. We roll a 3 and discover that Zedd had a childhood trauma (and it's no wonder...). We then roll a 9 and see that he was held hostage for a time, and this can also be related to the war.

Early Background

Everyone has a childhood, unless they are a genetic clone or have some other unusually circumstance (if this is so, or if the childhood is forgotten, this can be skipped). Otherwise, roll 1D10 to start the chain of events!

EARLY BACKGROUND 1-2 Poor: Just scrapping by 3-5 Middle Class: Like most families 6-7 Well-to-Do: far better than most 8-9 Wealthy: you had everything 10 Rich: Lived in luxury Go To Siblings (Next)	SIBBLINGS Roll 1D10. 1 - 5 is number of siblings. 6 - 10 you're an only child. For each, roll 1D10... 1-2 Sibling hero worships you 3-4 Sibling likes you 5-6 Sibling is neutral 7-8 Sibling dislikes you 9-10 Sibling hates you Go To Parents (Below)
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Parents and Family Status

PARENTS Roll 1D10 1 to 5 - Both Parents are living. Go To Family Status (next) 6 to 10 - Something has happened to one or both. Go To Family Event (below)	FAMILY STATUS Roll 1D10 1 to 5 - Family status is in danger, and you risk losing it all. Go To Family Tragedy (below) 6 to 10 - Family status is okay. Go to Childhood Events
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Family Events and Tragedies

1D10 FAMILY EVENTS 1 Parents died in war 2 Parents died in an accident 3 Parents were murdered 4 Parents want nothing to do with you 5 You never knew your parents 6 Your parents are in hiding 7 You lived with your relatives 8 You grew up on the streets 9 You were adopted as a child 10 Your parents sold you for money Go To Family Status (above)	1D10 FAMILY TRAGEDIES 1 Family was betrayed 2 Family lost everything 3 Family was exiled or deported 4 Family was imprisoned 5 Family mysteriously vanished 6 Entire family was murdered 7 Family involved in conspiracy 8 Family was scattered 9 Old feud with another family! 10 You inherit the family dept! Go To Childhood Events (below)
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Childhood Events

Roll 1D10 - Odd go to **Childhood Trauma**
Even go to **Childhood Fortune**

1D10 Childhood Trauma 1 You were in a terrible accident 2 You were abused by parents 3 Your parents lost their jobs 4 You had a terrible disease 5 You were horribly humiliated 6 Your home was destroyed 7 You were tormented by gangs 8 Close friend was killed 9 You were held hostage 10 You were hunted by a stalker Go To Life Events	1D10 Childhood Fortune 1 You had a caring family 2 You were best in your class 3 You were a popular kid 4 You won some award 5 You had lots of friends 6 You learned a vital secret 7 You discovered something 8 You did something heroic 9 You saved a friend's life 10 You were a celebrity for a day Go To Life Events
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Randomize It!!!

Life Events can be treated one of three ways. The first way is typical of the basic Lifepath system familiar to players of Interlock and Fuzion. Simply, you roll on the tables and jot down the events on your character sheet. More often than not, these end up having little effect in the actual game. **Atomik Lifepath** has now added two new ways to treat Lifepaths.

The first way is to finish out the rest of your character as you see fit, using whatever OP you have to buy Skills, Talents, Perks, and take a few Complications as well. Once this is done, you can return to the Life Events and roll out your major events. Each event can then be logically related to a few relevant skills, talents, perks, or complications. Through these relations, you can build your Life Story (and example will follow shortly).

The other way is to create your character based solely on the Life Event rolls. With each event that occurs, you can spend OP to buy relevant Skills, Talents, Perks, or take a Complication. You can never exceed the OP allocated to you. However, some events do grant bonuses.

Sometimes there might not be enough events to cover all your Skill, Talents, Perks, or Complications. Many of these, such as Everyman Skills, and less action oriented skills like Writing, Research, Professional Skills, Expert Knowledge, and so forth, can be declared as having been learned in school, or from practical everyday experience. Major skills like Weapon skills, Hacking, Survival, Shadowing, and so forth, must be learned from Major Events.

Life Events

It's time to get a life. These are the major events that shaped your career and life, and gave you the skills, talents, complications, and perks you have today. This system completely integrates the popular Lifepath system with character creation itself, meaning that every event below carries with it part of your character's actual development (see sidebar for details).

To begin, you must determine your age. The GM must set the campaign's default age (X), usually between 12 and 16. Roll 2D6 and add it to the starting age to determine your character's age (X + 2D6). For every year past X (starting age) you had **two** major Life Event (instead of just one, as seen in other Lifepaths). After all, heroes are very eventful people.

For each Life Event roll 1D10 on the table below, and go to that section of the Lifepath. What happens there is the Major Event that shaped your character. When you are done with that Event, come back here and roll again. If the starting age was 14, and you are 20 years old, you would get to roll 12 Life Events (over the course of 6 years).

1D10 LIFE EVENTS MAIN TABLE

- | | |
|----|-------------------------|
| 1 | Major Windfall |
| 2 | Disaster Strikes! |
| 3 | You Get Lucky |
| 4 | Terrible Accident |
| 5 | You make a Friend |
| 6 | You make an Enemy |
| 7 | Romantic Affairs |
| 8 | Adventure of a Lifetime |
| 9 | Cataclysmic Misfortune |
| 10 | Climatic Adventure |

1D10 MAJOR WINDFALL

- | | |
|----|--|
| 1 | You've made an Underworld Contact. Contact or Favor.
Also, shady skills, memberships, incriminating complications. |
| 2 | You've made an Official Contact. Contact or Favor.
Also, diplomatic & business skills, licenses, memberships, etc. |
| 3 | Someone in Power owes you Big Time! Contact or Favor.
Also, Renown, and certain social and business skills. |
| 4 | You get extra cash! 1D10 x 100 cash.
Good time for Gambling skills. You may also use this to
Take some level of Wealth instead. |
| 5 | Groundbreaking Success! Some Expert of Scientific Skill
Also, Professional skills, computer skills, Renown, etc. |
| 6 | You have a Renowned Victory. Combat skills, or related skills.
Also, Renown, Contact, possible complications from battle
or new enemies. |
| 7 | Discover Valuable Item. Special starting character item.
Or 1D10 x 100 cash, Renown, Research and related skills. |
| 8 | You learn a vital clue from your past! You gain knowledge
Also, certain relevant skills used in discovering the clue |
| 9 | Reaping Rewards. You may take cash (1D10 x 100), or use
this to obtain special starting items or vehicles. |
| 10 | Mountaintop Experience. Superpowers, magic, mental powers...
If these do not exist, you may reroll your Personality ,
Philosophy , and Traits (above) to reflect the experience. |

Example Lifepath

We are now ready to roll up Zedd Zebben's complete Lifepath. Once we have finished, we can compile this with his Background and create his Life Story (detailed at the end).

To begin, we simply determine his age. For our campaign, we have decided that 14 is the base age. So we roll 2D6 and add it to 14. The result rolled is 10, so Zedd is 24 years old. This also tells us that we will roll 20 times on the Lifepath, once for each year after 14 up to 24 (15-24, inclusive), or we could say it was ages 14 to 23, inclusive. Either way, the result is the same.

We could finish Zedd's Skills, Talents, Perks, and Complications first, then come back to roll and link it all to his Lifepath, but instead we have decided to make Zedd's life more interesting and take the Skills, Talents, Perks, and Complications as they come to us. For our campaign, Zedd has 50 OP to spend.

So, we begin at age 14 and make the first roll on the Life Events Main Table, resulting in a 3 -- You Get Lucky. Rolling on the You Get Lucky Table we get a 3 - Major Score, giving him 2D10 x 200 cash (rolled to be 2200 cash). We also take *Gambling 3*, and *Slight-of-Hand 3*. For the last half of that year we roll again and get a 4 -- Terrible Accident. Rolling on this table we get a 1 -- Long Term Illness for 6 months. A mixed start but it's a start. As a result of these two events, Zedd gets 2200 cash, some skills, and Immunity to the *Grey Plague*.

For every year we will do the same. The actions are outlined below.

Age 15:

8 - Adventure of a Lifetime - Survived inhospitable conditions (desert wasteland).

Gained: Survival +3, Paramedic +2, Navigation +2.

1 - Windfall - 7 Discover Valuable Item (Kryllian Artifact).

1D10 DISASTER STRIKES

- 1 **Financial Loss.** Lose 1D10 x 100 cash. Possible complications such as Unlucky or Poverty.
- 2 **Falsely Accused.** You were set up! May gain an Enemy. Also, Complications such as Vow, Paranoia, Bad Rep, Secret Identity, and skills related to clearing your name.
- 3 **You lose your job.** May gain a Bad Rep, or take a few skills related to the new job, whatever it may be.
- 4 **You are made a scapegoat.** May gain an Enemy. Paranoia, Vow, Delusions, and even Sense of Duty could be taken.
- 5 **Imprisoned.** Prisoner or hostage. Roll 1D10 number of months. Many Skills, Complications, and Underworld Contacts can come from being imprisoned for a time.
- 6 **Betrayed.** You were betrayed by a friend or loved one. May gain an Enemy. Paranoia, and other such complications.
- 7 **Renowned Failure.** Bad Rep most often results, but the failure could have left some sort of Physiological Complication.
- 8 **Major Debt.** Financial (1D10 x 500), or you owe someone a Favor.
- 9 **Hunted by the Law.** Bad Rep, Secret Identity, Enemy (the Law), and shady skills related to evading capture.
- 10 **Hunted by the Underworld.** Enemy (the Underworld). Shady skills related to evading capture.

1D10 YOU GET LUCKY

- 1 **Good Schooling.** You have a far better than average education. +1 to two INT related 'ordinary' skills.
- 2 **Quick Learner!** +1 to any skill. You may also relate this to other skills, but there is no additional bonus.
- 3 **Major Score.** 2D10 x 200 cash. You may instead take Wealth.
- 4 **You find a teacher.** Non-combat. +1 to one skill.
- 5 **Nominated for Membership.** +1 Level. You can use this to gain a Membership, Contact, or Favor
- 6 **You find a combat mentor.** +1 to one combat skill. The mentor can teach other combat or clandestine skills as well.
- 7 **Out of the Frying Pan.** You clear your name of some crime.
- 8 **You find a Sensei.** +2 OP for Martial Arts abilities. The Sensei can teach other combat or clandestine skills as well.
- 9 **Acquire a Talent.** Through practice, accident, or personal growth you can directly relate some Talent to your lifepath.
- 10 **Acquire Secret Knowledge.** Arcane or unusual skills. With GM's permission, this can be used to take certain normally unavailable skills (occultic, magical, etc.)

1D10 TERRIBLE ACCIDENT

- 1 **Long Term Illness.** Incapacitated for 1D10 months, but you may take Immunity to that disease, for free, as a result!
- 2 **Comatose for 1D10 months.** You have no memory of that time.
- 3 **Hospitalized 2D10 months.** You may buy High Pain Threshold.
- 4 **Hospitalized 1D10 months.** You may buy High Pain Threshold.
- 5 **Lost 1D10 months of recent memory.**
- 6 **Mental Breakdown!** You may take related Complications.
- 7 **You cause an accident that kills others!**
- 8 **Disfiguring Injury.** May not take Beautiful.
- 9 **Crippling Injury.** Lost a limb. May be replaced, technology or magic allowing, otherwise, take a Physiological Complication.
- 10 **Laboratory Accident.** Could have any number of effects...

Age 16:

7 - Romantic Affair - Happy Love Affair.

1 - Windfall - Official Contact

Gained: Level 5 Federation Government Contact (10 OP). Level 6 License - Mercenary (12 OP).

Age 17:

2 - Disaster Strikes - Hunted by the Underworld.

Gained: Enemy - Istanian Cartel - More Powerful, Galactic Reach, Minor Importance (-7OP). Firearms +2, Streetwise +2

10 - Climactic Adventure! - Forged in Fire! (*major event*)

Gained: Renowned Level +3 (6OP), Combat Sense +1 (3OP), Ambidexterity (3OP), Firearms +3, Ranged Evade +3, Hand-to-Hand +3, Hand-to-Hand Evade +2, Gunnery (Starship) +2, Pilot (Starship) +1.

Age 18:

6 - Made an Enemy - Underworld Organization (P.A.X.).

Gained: previous enemy exchanged and boosted to Major Importance (total -18OP).

2 - Disaster Strikes - Imprisoned for 6 Months (captured by P.A.X.).

Gained: Hand-to-Hand +1, Hand-to-Hand Evade +1, Bad Temper Frequent [10] (-4OP).

Age 19:

8 - Adventure of a Lifetime - Involved in a Shadow Op.

Gained: Stealth +2, Shadowing +2, Hand-to-Hand +1, Firearms +1, Tactics +2, Surveillance +1. Previous Enemy Destroyed (OP cost *negated*).

3 - You get Lucky - Quick Learner.

Gained: Mechanics +2 (1 point was free).

Age 20:

8 - Adventure of a Lifetime - Witnessed Extraordinary Event!

3 - You Get Lucky - Acquire Secret Knowledge (Knowledge of the Ancient Ones).

1D10 YOU MAKE A FRIEND (1D10: even=male, odd=female)

- 1 **Like a brother/sister to you.** Very close friend, treat as a devoted Contact (buy the level based on his level of influence)
- 2 **A teacher or mentor.** May be able to teach you a few new tricks.
- 3 **A relative.** Will often come in a time of need. Treat this as a fairly reliable Contact (buy level based his/her influence)
- 4 **Like foster parents to you.** A reliable Contact or Favor.
- 5 **Like a kid brother/sister to you.** You'll have to watch out for them and keep them out of trouble. May take Responsibility.
- 6 **Met through common interests/acquaintance.**
- 7 **An ex-lover** (we can *still* be friends). You do not need to roll sex.
- 8 **Partner or co-worker.** A reliable friend. Contact or Favor.
- 9 **Reconnected with an old childhood friend.**
- 10 **An old enemy or rival becomes a friend!**

1D10 YOU MAKE AN ENEMY (1D10: even=male, odd=female)

All these grant Enemy Complication at some level.

- 1 **An old friend becomes an enemy.**
- 2 **A childhood enemy returns.**
- 3 **An ex-lover becomes an enemy.**
- 4 **Someone on the other side.**
- 5 **Someone you just ticked off.**
- 6 **A person in your team or group.**
- 7 **A relative is a rival or enemy.**
- 8 **An underworld crimelord.**
- 9 **A powerful individual.**
- 10 **A Government Leader or Noble.**

1D10 ROMANTIC AFFAIR

All these can grant Enemies, Contacts, Favors, or certain skills such as High Society, Seduction, and even other skills.

- 1 **Lover died in a tragic accident.**
- 2 **Lover committed suicide or was murdered.**
- 3 **It just didn't work out for you.**
- 4 **You had a kid!** You may take a Responsibility.
- 5 **Happy love affair.** May be a close friend or Contact.
- 6 **One night stand.** You haven't seen them since.
- 7 **One of you is "messaging around".**
- 8 **You're professional rivals, but still lovers!**
- 9 **One of you is insanely jealous.**
- 10 **You have conflicting backgrounds and/or families.**

Age 21:

1 - Windfall - 7 Discover Valuable Item (Solomon's Key).

5 - Make a Friend - A comrade, female.

Gained: Level 3 Contact - Mercenary Ex-Marine (Jade Angle).

Age 22:

4 - Terrible Accident - Caused Accident that Kills others!
Gained: Impulsiveness Infrequent [10] (-3 OP)

7 - Romantic Affairs - She died in a tragic accident.

Gained: Lost Contact (Jade Angle). Vow - Vengeance against P.A.X. [10] (-8 OP)

Age 23:

6 - Made an Enemy - Someone on the other side.

Gained: Enemy (P.A.X.) More Powerful, Galactic Reach, Major Importance (-18 OP).

10 - Climactic Adventure! - World Shaking Discovery (Secret of the Ancient Ones and Solomon's Key).

Gained: Renowned +3(6OP)

At this point, Zedd Zebbens is all but complete. He has the following Skills, Talents, Perks, and Complications: Total = 50 OP

Skills:

Gambling 3, Slight-of-Hand 3, Survival 3, Paramedic 2, Navigation 2, Firearms 6, Ranged Evade 3, Hand-to-Hand 5, Hand-to-Hand Evade 3, Gunnery (Starship) 2, Pilot (Starship) 1, Streetwise 2, Mechanic 2, Stealth 2, Shadowing 2, Tactics 2, Surveillance 1

Talents:

Combat Sense +1 (3OP)
Ambidexterity (3OP)
Immunity (Gray Plegue) *free*

Perks:

FedGov Contact Lvl 5 (10 OP)
License Lvl 6 - Mercenary (12OP)
Renowned +6 (12 OP)

Complications:

Bad Temper (-4OP)
Impulsiveness (-3OP)
Enemy (P.A.X.) (-18OP)
Vow - Vengeance against P.A.X. [10] (-8 OP)

1D10 ADVENTURE OF A LIFETIME

- 1 **You were caught in the aftermath of a war or conflict.** survival, medical, combat, and related Skills and Talents.
- 2 **You were on an exploration team.** Survival, tracking, science, medical, languages, and related skills.
- 3 **You were part of a safari.** Tracking, survival, riding, combat, and related Skills and Talents.
- 4 **You took part in an undercover police action.** Contact, Favor, combat skills, streetwise, and related skills.
- 5 **You survived through inhospitable conditions.** Survival, medical, and related Skills and Talents
- 6 **You were in a clandestine shadow op.** Contact, Favor, combat skills, stealth, surveillance, and related skills.
- 7 **You traveled the world in search of something.** Research, languages, science, expert, trading, and related skills.
- 8 **You were in a hostage situation, but won.** Renown, Enemy, combat skills, persuasion, and related skills.
- 9 **You were involved in a major heist.** 1D10 x 200 cash. Forgery, Lockpicking, security systems, and related skills.
- 10 **You witnessed an extraordinary event.** Up to you and the GM.

1D10 CATAclysmic MISFORTUNE

- 1 **Incurable Disease.** You have a disease which is not curable by modern science. May or may not be incapacitating.
- 2 **Horribly Wounded.** Incapacitated for 2D10 months. You may buy High Pain Threshold.
- 3 **Psychological Meltdown.** You may take a sever physiological or related Complication.
- 4 **Crippling Injury.** Lost a limb. May be replaced, technology or magic allowing, otherwise, take a Physiological Complication.
- 5 **You are responsible for the death of your team or squadron.**
- 6 **You were set up!** Enemies, paranoia, delusions, and the like.
- 7 **Into the Fire!** A previous disaster or misfortune from your past returns to haunt you, or doubles in effect!
- 8 **Imprisoned.** For a crime you did not commit for 1D10 months.
- 9 **You Lose Everything!** You lose all your wealth, property possessions, or 1D10 x 1000 cash, whichever is less.
- 10 **Conspiracy!** Events from the past come together in a major plot.

1D10 CLIMACTIC ADVENTURE

- 1 **The Dogs of War.** You played a major role in a war or conflict. Combat skills, Renowned, and related Skills and Talents.
- 2 **Triumphant Victory.** Against a powerful enemy.
- 3 **World Shaking Discovery.** You make a discovery that could change the world. Renowned, and related skills.
- 4 **Rattling World Powers.** You cause a socio-political uproar that throws the world powers into chaos. Renowned, Enemies, Favors, diplomatic and social skills, etc.
- 5 **Rebel with a Cause.** You start or take part in a major rebellion. Enemies, Contacts, Favors, Combat skills.
- 6 **Forged in Fire.** You hit the major turning point in life amidst the fires and fury of war. Related Skills and Talents.
- 7 **Coup d'etat.** You help to overthrow a government. Enemies, Contacts, Renown, and related skills.
- 8 **Heist of the Century.** 1D10 x 1000 cash, Renown, Enemies, etc.
- 9 **Legendary Showdown.** You fight with or against legendary Individuals. Renown, Contacts, combat skills.
- 10 **You saved the world!** Can cover just about anything.

Deposition of Zedd Zebbens

Your Life Story

Many RPGs start out assuming your character has a clean slate with no real life-experiences, background, history, or previous adventures to look back upon. More often than not, a heroic character has had adventures prior to the beginning of the adventure campaign itself.

The Lifepath system is a good way to flush out your character's past, but no past is complete without polishing it into your character's Life Story. Making up a Life Story may not be for everyone. It does take a bit of time and extra effort, and certainly the Gamemaster's stamp of approval. But the overall effect of having a Life Story can make all the difference in bringing your character to life.

In essence, the Life Story is indeed a story, or biography, of your character's past. One or two pages is certainly sufficient, but feel free to write as much as you want. The more detailed your past, the more developed your character will become.

Like all stories, the Life Story can be written many ways. Third Person perspective (external descriptive narration) is the most common, but Third Person inherently distances itself from your character. First person perspective, where the story is told by the character, makes him truly come to life. Having the character describe himself and his past in a mood and tone consistent with his traits and complications, is a perfect way to familiarize yourself with him or her, as well as letting the GM know how your character thinks and communicates.

Other methods might include an interview with your character, a prologue story, or even a legal or political disposition, as taken by Zedd Zebbens (see right).

Zedd's past is rich enough kick-start an entire epic campaign. Perhaps yours will too...

Public Deposition: 0942.544.12 ST - New London, Rigel VII

"Sometimes I wonder why I'm even here. Why are any of us here? It's not like there's a god or anything, I know that now, but something created us. Created everything. Maybe you can call them gods. I don't... I know what were are now; I know the truth.

"I'm no philosopher. I don't ponder the meaning of life or existence. I've been too busy trying to survive. You so-called leaders -- you political self-righteous zealots of this 'Brave New Order' know nothing of truth or honor. You make me out to be a common criminal, but I've put my ass on the line for this corrupted Federation more times than I care to remember. Your genocidal war against the Aaz'raul took the lives of my friends and family on Tangos III. Your war's what cause them to unleash the Grey Plague across a dozen worlds, and turned my home planet to dead dustball in space. They I can forgive, after all, it was war. We tried to exterminate them, so they just tried to exterminate us back. Even so, we won, but at what price? I didn't fight in the war, I was just a kid, but the death of my family and the Plague that nearly killed me made me grow up twice as fast. I was out fighting my way through the scum-infested backwaters of this galaxy before I was fifteen.

"Don't look so surprised! I was a licensed mercenary the day I turned sixteen. But that day might not have come had I not stumbled across the Kryllian artifact your xeno-archeological teams were so keen on finding. That petrified relic was my ticket back to the Core Systems, but had I known what it was I might not have been so foolish as to hand it over outright.

"It's true, as you say, that I was involved in underworld dealings across half a dozen star systems, but I didn't have a choice. The Istanian Cartel was hot on my tail, after me for reasons I couldn't even guess. I had to find out what they wanted before they killed me, and you could just imagine my surprise when I discovered it was P.A.X. who had hired them. P.A.X. has always been extremist in their religious beliefs, responsible for thousands of deaths and terrorist actions, but why would they be after me? Maybe they thought I still had the artifact, maybe they thought I knew too much. But for whatever reason, they put all their resources toward destroying me.

"In the Tandalos system I was ambushed by the Cartel. Their outfitted smuggler ships overwhelmed the freighter I was aboard. The crew and I escaped to the desolate planet below, but when the Cartel caught up with us they showed no mercy. They wanted me alive, but the others they massacred like cattle. I fought back, and fought back hard. But in the end they captured me. I spend months in an interrogation cell, a chained prisoner of P.A.X. They tortured me and asked me questions I could not answer. And when they realized I was no use to them, they just kept on, if for no other reason than their own entertainment. I might never would have escaped, had there not been a shadow op in progress against the P.A.X. installation. Little did I know then the FedGov was hot after a slew of other stolen artifacts and information held by P.A.X. At the time, I was just thankful to be rescued.

"I'll never forget what we found in the charnel dungeons of that P.A.X. fortress, buried a hundred feet under the lifeless rock of that nameless asteroid. Of all the places in the Galaxy, P.A.X. had chosen that asteroid as their primary stronghold for but one reason -- the remains of their primordial god rested, petrified in stone in its empty core. It was dead... It had to be... For a million years, maybe even a billion, the remains of that ancient creature had rested undisturbed in its stellar grave -- the only one of its kind our race has been so unfortunate as to discover. And as I floated there in the abysmal cavern, screaming at its gigantic black stone form, I could feel it staring back, peering into the depths of my soul. I knew then that we once belong to them. Our primitive ancestors, and those ancestors of all the other races, were once their pets and their playthings..."