

# RANDOM CHARACTER GENERATION

Characters can be carefully chosen, based on an existing character in some way, adapted from a player's favorite story – or completely random.

This article provides a complete random character generation process.

## Languages and Literacy

All characters of at least Reason 2 and higher speak their own native language fluently albeit with a local accent. No character is automatically literate in any other language. To be literate in one's own language can be a Gamemaster gifted extra skill, or the Gamemaster can require the character to use a skill slot to be literate. Illiterate characters need to make a Yellow Reason check to read anything written in their own language and are unable to even attempt to read any other as anything more than a complex code. To speak another language fluently requires a skill slot to be used. This also confers basic literacy, requiring a Yellow Reason check to read anything more complex than road signs, newspaper headlines or shop signs.

## Random Normal Person

All characters begin as an undefined blob with the following random attributes:

Primary Traits: roll 2d6

This generates a score between 2 (Terrible) and 12 (Decent) for each of the FASERIP statistics.

## ORIGIN

UNLESS OTHERWISE NOTED IN THE TEXT ALL POWERS AND SKILLS A CHARACTER IS GIVEN BY VIRTUE OF ITS ORIGIN BEGIN AT RANK VALUE TERRIBLE (02).

## OPTIONAL: Weight and Stature

All characters can generate their Weight and Stature. This is generally useful but particularly so for Catching and Slam type battle. The modifiers in the Effects column below modify the actual SCORE of the statistic, not the Rank unless a RS is noted.

Weight (character weight): for human characters roll 1d100 and consult the chart below:

Roll	Weight	Actual Weight	Effects if any
01	Fly	20 to 49 lbs.	For a human character, this is skeletal. -5 to Strength to a minimum Rank of Terrible.
02-04	Bantamweight	50-100 lbs. Roll 1d100+1, minimum 50.	-3 to Strength to a minimum score of 1, +1 to Agility.
05-06	Featherweight	Maximum 139 lbs.	No effect

07-16	Lightweight	Maximum 150 lbs.	No effect
17-26	Super Lightweight	Maximum 161 lbs.	No effect
27-36	Welterweight	Maximum 170 lbs.	No effect
37-46	Super Welterweight	Maximum 181 lbs. Roll 1d12 plus 169.	No effect
47-56	Middleweight	Maximum 192 lbs. Roll 1d12 plus 180.	+1 to Strength.
57-66	Super Middleweight	Maximum 203 lbs. Roll 1d12 + 191.	+2 to Strength.
67-76	Light Heavyweight	Maximum 214 lbs. Roll 1d12 + 202.	+4 to Strength.
77-92	Cruiser	215-231 lbs. Roll 1d20 and add to 214, maximum 231 lbs.	+4 to Strength. +1RS to ALL Fighting associated rolls.
93-97	Heavyweight	231 lbs. and up, roll 1d100 and add to 231.	+12 to Strength, -1 Endurance to a minimum of 1.
98-99	Super Heavyweight	400 lbs. and up	-4 to Endurance to a minimum of 1.
00	Titan	800 lbs. and up.	-6 to Endurance to a minimum of 1.

Stature (character height and build): for human characters such as normal Luchadors choose a height or if randomising - firstly roll 1d100 for the character's base height in inches. Then roll d% and consult the chart below:

Roll	Stature	Effects if any
01-02	Little Person (maximum height 3'6")	-2RS when attempting to grapple or catch this character; halve Weight (round up) and recalculate new final Weight.
03-12	Petite (maximum height 4'11")	-1RS when attempting to grapple or catch this character; weight is two thirds what was rolled (round up). Use the new Weight value to recalculate final Weight .
13-20	Short and squat (maximum height 5')	No effect
21-80	Typical (minimum height 5'); common height for humans	No effect

81-90	Heroic – beautifully proportioned and toned body; commonly 5’11” for women and 6’1” for men but can vary (minimum height 5’)	No effect
91-97	Tall (add 6 inches to height to a maximum of 6’6”); this is a well proportioned not necessarily “skinny” tall character	+1RS on all Wrestle rolls for characters attacking this character.
98-99	Extremely Tall (add 12 inches to height to a maximum of 7’6”); this character could easily be gangly and “skinny”	+2RS on all Wrestle rolls for characters attacking this character.
00	Pituitary Giant – excessively tall, well over normal human maximum (double rolled height to a maximum of 9’6”). For modern humans this is a biological “defect” and most characters with this characteristic have shortened lives – rarely living to 50 years old. This does not need to be true of a superhero or supervillain character of course.	+2 to Strength. +2RS on all Wrestle rolls for characters attacking this character.

### OPTIONAL: Starting Age

Next the player can determine their character’s starting age: Kid (8-12), Teen (13-19), Adult (20-45), Mature (46-60), Old (61-79) or Venerable (80 and over). To determine a random starting age roll 1d100+8. That is the character’s age in years. Alternatively the player could choose an age. Remember this is an option. No one “has to” use these options or “has to” play a character of a certain age.

Starting Age	Effects
Kid	Strength -6 to a minimum of 1; height divided by 4 round up.
Teen	No effect
Adult	No effect
Mature	No effect
Old	Strength -3 to a minimum of 1.
Venerable	Strength -6 to a minimum of 1; Endurance -4 to a minimum of 1.

### OPTIONAL: STORY

Everyone has a Story. It is who we are, where we come from, where we belong, what vision propels us, why we do the things we do. And more importantly what we will fight for, and die for. Superheroes (and Supervillains) despite their often unbelievable power levels and abilities are

perhaps greater prisoners of their pasts, their stories, than any other sort of character since the heroes of Greek myth.

### Origin

How your story starts... For each age bracket a character has obtained, roll once on the appropriate Origin table. Kids roll once on Kids; Teens roll once on Kids and once on Teen; Adults on Kids, Teen and Adult, Mature on Kids, Teens, twice on Adult; Old on Kids, Teens, twice on Adult and once on Old, and so on. Combine the results to produce an Origin for the character.

**Skills:** Through the course of their Origin rolls a character may pick up Specialities, Talents or simple skills. These areas of knowledge do exactly what they sound like they do, in keeping with the fairly broad and abstract skill system in FASERIP.

#### Kids: 1d100

Roll	Origin Story	Effects if any
01	Character is a member of a humanoid alien or interdimensional race left as a foundling on Earth. Character was left in the doorway of a: 1d10: 1 = farm, 2 = church, 3 = orphanage, 4 = newspaper office or equivalent media company, 5 = suburban house, 6 = ancient ruins 7 = airport 8 = police precinct 9 = millionaire's mansion 10 = crashed aircraft in jungle or forest	Strength + 1d100, Reason + 1d100. The character has been specifically sent to Earth to be a superhero (or supervillain).
02	Character born with an identical twin. Roll up twin with identical FASERIP. There is a 25% chance the twin is opposite to the character eg evil instead of good, becomes a supervillain instead of a superhero, and so on.	Character and twin have an ESP or Telepathy (Mind Reasing, speaking without making physical sound) Power but only between each other's minds.
03	Character was not born but was created: they are a Robot	Roll character up as a Robot. They are a complex humanoid machine and all their Powers are built into their mechanical body. They may be identical in appearance to a human (an Android) or merely humanoid in the sense of having two arms, two legs, a body and a head.
04-20	Character is a normal child born to normal but poor parents. They are so poor that the child learns to fend for themselves.	Character gains Skill: Streetwise and Skill: Scrounge Food.

21-30	Character is a normal child born to normal working class parents.	Character gains Skill: Drive Car; Popularity = 1; Wealth = 1.
31-40	Character is a normal child born to normal whitecollar (office worker or equivalent) parents.	Character gains Skill: Drive Car, Skill: Socialising; Popularity = 2; Wealth = 3.
41-45	Character is a normal child born to normal upper class or politically connected parents.	Character gains Skill: Drive Car, Skill: Socialising; Skill: Fencing (Rapier weapon skill), Skill: Computer Use. Popularity = 3; Wealth =5.
46-50	Character is a normal child born to normal rich parents.	Character gains Skill: Drive Car, Skill: Socialising; Skill: Fencing, Skill: Computer Use. Popularity = 3; Wealth = 5. Character gains Power: Astounding Wealth (their Wealth is considered to be Astounding Rank if lower than Astounding)
51	Character is an intelligent Ape, raised by a human family.	This character may not even realise or fully realise it is not a human! It is able to talk in a thick Ape-like voice but is otherwise "normal". Character gains Specialities: Climbing and Acrobatics as well as Super Leaping Power. Super Leaping begins at a random Rank (Power Rank is used for Leaping rather than Strength if Power Rank is higher).
52	Character was born into a cult and is destined to be a human sacrifice to the cult's daemon / evil god / deity	This character may or may not be a willing potential sacrifice. It may be that the character is on the run from their own family, or it may be that the character is a willing member of the cult and accepts that one day when called upon they must give up their life to be sacrificed for some reason to the dark god that they serve.

53-54	Character is an orphan living rough.	This character's true background is shrouded in mystery. The character gains Skill: Streetwise and Skill: Scrounge Food. The mystery of their true Origin may never be revealed; it may even be a strong central motivator for what the character does.
55	Character was adopted by extremely rich parents	Character gains Power: Astounding Wealth (their Wealth is considered to be Astounding Rank if lower than Astounding) but also gains Limitation: Obsessed With Real Identity (this character is easily lured or hoodwinked by anyone claiming to know about their true background or the identity of their parents).
56	Character is a member of extremely remote and extremely "primitive" tribe or other isolated community that rejects modernity	Character is NOT automatically literate. Character does NOT speak the same language as everyone else and will need to acquire that language as a Skill. Character gains tribal tattoos, scarification (ritual scars) or other permanent markings at this age bracket. This character may also refuse to wear "normal" modern clothes.
57-58	Character is an orphan foundling raised by Monks or Nuns (or other celibate isolated religious devotees)	Character gains Skill: Religion (same religion as the Monks or Nuns), Skill: Cooking and Skill: Singing; Popularity = 2, Wealth = 2.
59	Character is the result of a secret scientific experiment: clone of a dictator, ancient Aztec ruler or other evil leader	The character is a perfect duplicate of a dead infamous leader. As an Adult this character closely resembles the dead infamous leader in his or her prime. Character gains Power: Ability Boost (Strength) and Limitation: Disturbing Dreams – in this case, the recurring nightmares are of a life the character has never led, doing terrible things the character has never done...

60	Character is a sports prodigy	Character gains Skill: Sports (Choose one), Popularity = 4, Wealth = 10. This also means the character has a media profile of some kind.
61-64	Character lives with grandparents or aunt and uncle as parents are dead or missing – possibly in very mysterious or tragic circumstances	Character gains Skill: Drive Car; Popularity = 1; Wealth = 3.
65-66	Character grew up on military base. This most likely means the character is a military brat that has never had a non-military home but it could indicate that they are the child of civilian employees rather than serving members of the armed forces.	Character gains Skill: Military Procedure, Skill: Hide, Skill: Sneak, Skill: Pistol and Skill: Drive Truck; Popularity = 3, Wealth = 4.
67-86	Character comes from tiny rural village	Character gains Skill: Folklore, Skill: Herbalism, Skill: Farming and Skill: Cooking. Character also has Limitation: Prejudice: city folk and sophisticates see the character as yokel and a barbarian.
87-94	Character comes from big family living in big city	Character gains Skill: Drive Car, Skill: City Stories, Skill: Computer Use and Skill: Sneak On To Public Transport aka Ride For Free. Character has a permanent +1RS on rolls resisting any form of provocation or confidence trickery.
95	Character is the mascot of a superhero or supervillain – their kid Sidekick or Servant.	Character gains a random Power at random Rank, then lower Rank by one since they are a Sidekick. This is the power their super-powered mentor or master has also. There is a 50% chance the child also has a costume, which will be of identical type to that of their mentor or master although could be in different colors or a different style appropriate to their age and gender.

96	Character finds abandoned Weapon in the trash. Roll 1d10 for type: 1 = zapgun 2 = science fiction weapon 3 = sword 4 = dagger 5 = squirter 6 = Magic Item 7 = pole weapon 8 = firearm 9 = thrown weapon 10 = completely unique looking device	Character gains the Weapon and whatever effects it has at this age bracket. This is an extremely special item that is going to cause a LOT of problems for most children, but could also help them succeed in adventures during their childhood.
97	Character has an imaginary friend	Character gains a Servant with the Power of Invisibility. The Invisibility could be natural for the Servant's race or it could be a Power that only this specific Servant has. The Servant is "imaginary" but may be an actual creature or character of some kind.
98	Character is a Walk-In	The character is seemingly a child, but its RIP are those of a spirit or intangible creature that is permanently inhabiting the child's body for some purpose.
99-00	Roll twice and combine results	Character gains all Skills listed for each Origin and if gains same Skill twice that becomes an Advanced Skill: +2RS not +1RS on that Skill, and so on. If the combined results just doesn't appeal – start again!

### Teens: 1d100

Roll	Origin Story	Effects if any
01	Character had a passionate teen love affair but their lover was taken away (25%), died (25%) or was stolen by another (50%)	Each game session or game day the character must pass a roll on their Psyche or be depressed. If depressed, all rolls suffer a -3RS. If this depression lasts until Adult age, it becomes a permanent Limitation: Depression – character must pass a roll on Psyche each game month or suffer -3RS on all rolls for up to one week.
02	Character and friends discovered a dead body in the course of a teenaged adventure and it has scarred them for life – or turned them on to the life of superhero detectives!	Character gains a random Power. This Power appeared, was given to them or was the result of an accident or gift from a powerful creature in the course of their teenaged adventures.



03	Character overeats	Increase character's weight by 1d100 lbs. and adjust their new final Weight accordingly. If this lasts until Adult age, it becomes a permanent Limitation: Overweight – the character is 50 lbs. heavier than is considered healthy. This extra weight defeats all efforts by the character for them to lose it. The character is psychologically vulnerable to any confidence trick or psychological attack based on a lose weight fast scheme, crank diet or other nonsense.
04	Character has a beloved animal friend	Character gains an Animal or Creature as a pet. This non-human and the character bond and love and trust each other completely even if this would normally be impossible for the non-human's species.
05	Character is sent to a special school where mysterious training is received. A much larger than normal number of graduates of this school go on to be superheroes and supervillains.	Character gains Skill: Punch, Skill: Lying, Skill: Climbing and Skill: Swimming. Character also gains +1 on Popularity due to the status of the school they attended.
06	Character joins a violent street gang	Character has Limitation: Identifying Marks: Gang Tattoos. The character also gains Skill: Knife / Dagger, Skill: Streetwise, Skill: Boxing and Skill: Pickpocket. Popularity = -2, Wealth = 0. Whatever side of the law the character is on as an Adult, they still have Contacts (surviving members of this street gang)
07	Character discovers ancient manuscript on magic	Character gains Power: Wizardry (Magic Spells). Their "gimmicks" are all in the form of spells they create. They are a Magic user and all the general rules related to Magic apply to this character as well.
08	Character makes a lifelong enemy while at school	The enemy is still around and becomes an opposite to the character – if the character is a superhero the enemy will be the supervillain who is the character's constant opponent dogging them at every step. The feud may have a real cause or may be a childish argument that got way out of hand.

09-11	Character befriends a retired superhero who teaches secrets about the life of a superhero, Karma, fighting crime and the ups and downs of a heroic life	Character gains a random Power at this age which comes from something to do with the old superhero they befriend. It could be a lab accident, Mutant power activating, the old superhero somehow passing on their own Power – anything.
12	Character discovers an ancient Magic Item in abandoned ruins – not necessarily ancient ruins	Character gains a Magic Item at this age bracket. This Magic Item is likely to be unique and may perhaps have previously been used by a superhero or supervillain – or not.
13	Character learns parkeur	Character gains Skill: Acrobatics and Power: Wall Crawling.
14	Character is in a serious accident. To restore their health they receive metal implants.	Character is now a Cyborg. One or all of their Powers are generated by the machines that are now permanently part of their physical form.
15	Character receives a prophecy from someone, roll 1d6 for who: 1 = random crazy person 2 = mysterious stranger 3 = in a dream 4 = from a family member 5 = from a fortune cookie 6 = from a fortune teller	Character gains a random Power at this age.
16	Character's parent(s) is (are) scientists who experiment on their child(ren)	Character rolls random number and type of Powers. These Powers are all a result of the experiments. The Powers may be all combined, or they may be separate from each other and each the result of a different experiment.
17	Character saves the life of a mysterious stranger who promises that one day he or she will return and repay the favour!	Will it ever happen?
18	Character foils a gang of criminals and is temporarily quite famous	Popularity receives Modifiers: +4 with law enforcement, +2 with good people, -4 with criminals, -6 with gang members. These Modifiers are SITUATIONAL; they do not permanently alter the character's Popularity.
19	Character learns to ride a motorcycle	Character gains Skill: Ride Motorcycle and +1 to Agility
20-35	Character becomes teen athlete and as a result a very minor local celebrity for a period of time as well.	Strength +4; Endurance +4; Popularity = 3; Wealth = 3.
36	Character suffers a serious illness	Endurance -2 to a minimum of 1; the character gains one random non-physical Skill from all the reading they did in bed.

37	Character is abducted by a supervillain of some kind and rescued by a superhero	The rescuing superhero may now be long since retired, the character's mentor or just some random person no longer important to the character.
38-40	Character has spent years watching movies and television and little else.	Add 20 lbs. to the character's weight and recalculate their Weight. All that extra weight is unhealthy fat so lower character's Endurance by 3 to a minimum of 1. The character is 50% likely to be approaching Type II Diabetes status. If so, their eyesight will begin to fail, their blood pressure will rise to unhealthy levels and they receive a penalty of -3RS on any rolls to resist injury or infection. Character also gains Skill: Trivia – Television and Streaming Shows. There is a 50% chance that this character has 1d6 Contacts only accessible online who are fellow fans of the same shows.
41	Character drinks a defective energy drink and gains super powers	Roll random number of random powers of random Rank each. This character is a true superbeing and may be extremely powerful from this point on.
42	Character finds a lucky charm	As long as the charm is worn by the character the character possesses Probability Control Power. This Power is in the lucky charm and the character only has this power when the charm is on their person or held in their hand.
43-46	Character has a pet. Choose an Animal or Creature for the pet or roll 1d10: 1 = Dog 2 = Cat 3 = Monkey 4 = Ape 5 = Python 6 = Small bird 7 = Bird of prey 8 = Snake 9 = Goldfish 10 = Dragonet (this is a Creature not an Animal)	The pet is a character in its own right.
47	Character discovers their mother is an Undine	Character gains Aquatic Power and Skill: Swimming
48	Character discovers their father is a Gnome	Character gains Power Elemental Control: Earth
49	Character discovers their mother is a prostitute	Character loses -10 Popularity. Character gains Power Ability Boost (Strength) triggered by fits of rage and Limitation: Dark Past – a dark family secret affects this character's relationships, reputation

		and behaviour.
50-51	Character discovers that their sexual orientation is different from those around them and that if they revealed their true nature it would mean unthinking people around them would persecute them or possibly even try to hurt them.	Character gains Skill: Passing As “Normal” and Skill: Psychology. Character gains Limitation: Dark Secret – the character has a sexual orientation that, if discovered, could trigger complete ruination for the character. If the Dark Secret is ever revealed, this Limitation converts to Limitation: Prejudice – hated for their sexual orientation.
52	Character develops mind powers at puberty	Character gains Power Matter Control - Telekinesis.
53	Character develops mind powers at puberty	Character gains the Power of Telepathy.
54	Character develops mind powers at puberty	Character gains power Illusion / Images.
55	Character develops mind powers at puberty	Character gains power Mind Control.
56	Character develops mind powers at puberty	Character gains power Animal Command – Mind Control limited to a single type of Animal.
57	Character tops the region in a Mathematics competition.	Character gains +5 Reason and Skill: Mathematics.
58	Character is challenged to a Duel and LOSES!	Character has Limitation: Scarred For Life. This gives Modifiers to Popularity of -4 with Shallow People and -3 with law enforcement. If the face is scarred then if wearing a mask these Modifiers to Popularity are negated as long as the mask is worn. These Modifiers are SITUATIONAL; they do not permanently alter the character’s Popularity if mask is worn or the scars are not visible for some other reason.
59	Character is challenged to a Duel and WINS!	Character gains +2 Popularity, +1 to Psyche, Skill: Fencing (Rapier weapon skill) or whatever type of weapon was used in the Duel.
60	Character has a close encounter with a UFO!	Roll random number of random Powers each with a random Power Rank.
61	Character is inducted into a “primitive” tribe or race or group separate from the rest of the world.	The character is treated as a member of that tribe or group and receives the same starting Specialities, Powers (if any) and Wealth that such a character begins with as an Adult.
62	Character has an imaginary friend	Character gains a Servant with the Power of Invisibility. The Invisibility could be natural for the Servant’s race or it could be a Power that only this specific Servant has. The Servant is “imaginary” but may be an actual creature or character of some kind.

63	Character is a Walk-In	The character is seemingly a teen, but its RIP are those of a spirit or intangible creature that is permanently inhabiting the teen's body for some purpose.
64	Character is a pop singer	Character gains Power: Celebrity (their Popularity is considered to be Astounding Rank if lower than Astounding) and Power: Astounding Wealth (their Wealth is considered to be Astounding Rank if lower than Astounding). The character also gains Skill: Singing and Skill: Public Performance.
65	Character suffers bizarre nervous breakdown and "becomes like two different people"	Character gains Power: Alter Ego and Skill: Psychology
66	Character has unprotected sex with loads of partners and lives	Character gains Skill: Seduction and Power: Life Support (Pathogens)
67	Character starts their own business. It fails.	Character has Wealth = 0, gains Skill: Bankruptcy Proceedings, Skill: Obtain Credit and Skill: Lying.
68	Character starts their own business. It succeeds.	Character has Wealth +10, Popularity +2 and gains Skill: Public Speaking.
69	Character gets tattoos	Character has Limitation: Identifying Marks: Tattoos. This gives Modifiers to Popularity of -4 with People who despise tattoos and -3 with law enforcement. These Modifiers are SITUATIONAL; they do not permanently alter the character's Popularity.
70-72	Character is an actor on a soap opera or other day time television or streaming show	Character gains Skill: Contract Negotiations, Skill: Acting. Popularity +10.
73-90	Character has a relatively normal teenage life.	Character gains four Skills of the player's choice, subject to gamemaster approval.
91	Character exposed to strange energy or radiation	Character gains 1d4 random Powers each at a random Rank.
92-98	Character is sent away to a special private school, academy, military cadet training or other educational institution	Character gains six completely random Skills. If the same Skill is randomly rolled more than once the bonus that Skill gives goes up by +1 for each time it is rolled.
99	Character is bitten by a Vampire	Character gains a random Power which has the Limitation: You Must Feed – the character must drain life energy as if a vampire by drinking victims' blood.
00	Roll twice and combine results.	Character gains all Skills listed for each origin rolled and if the same Skill is gained twice it becomes an Advanced Skill: Speciality bonus is +2RS not +1RS for that Skill.

**Adult: 1d100**

<b>Roll</b>	<b>Origin Story</b>	<b>Effects if any</b>
01	Character had a passionate love affair but their lover was taken away (25%), died (25%), was stolen someone else (25%) or- the characters just split up (25%)	None. This is a normal part of being alive. A vague sadness at what was lost, but it was just part of this character's maturation process unless the player decides otherwise.
02-41	Character got a job.	Character gains a random Skill. This could have been something related to the job or completely unrelated, but the Skill, Speciality or Talent was picked up while the character worked their job.
42-56	Character walked the land having adventures	Fighting +2, Intuition +2, character gains two random Skills.
57	Character has a beloved animal or pet	The Animal or Creature could be a beloved Steed or a pet. It can be any kind of living Animal or Creature of the player's choice and it is fiercely loyal and loving towards the character even if the species normally wouldn't be.
58	Character joined the Air Force	Character gains Skill: Air Force Training, Skill: Parachiting and Skill: Pilot, Single Engine Prop
59	Character joins a violent street gang	Character has Limitation: Identifying Marks: Gang Tattoos. The character also gains Skill: Knife / Dagger, Skill: Streetwise, Skill: Boxing and Skill: Pickpocket. Popularity = -2, Wealth = 0. Whatever side of the law the character is on as an Adult, they still have Contacts (surviving members of this street gang)
60	Character discovers that they have an aptitude for using Magic	Character gains ability to use Magic in some form or through an item of some kind.
61	Character joined the Navy	Character gains Skill: Naval Training, Skill: Climbing and Skill: Swimming.
62	Character befriends a retired superhero who teaches secrets about the life of a superhero, Karma, fighting crime and the ups and downs of a heroic life	Character gains a random Power at this age which comes from something to do with the old superhero. It could be a lab accident, Mutant power activating, the old superhero somehow passing on their own Power – anything.
63	Character joined the Army or National Guard	Character gains Skill: Army Training, Skill: Climbing, Skill: Swimming and some form of Drive Skill.
64	Character learns parkeur	Character gains Skill: Acrobatics and the Power of Wall Crawling
65	Character is in a serious accident. To restore their health they receive metal implants.	Character is now a Cyborg. One or all of their Powers are generated by the machines that are now permanently part of their physical form. If the character is already a Cyborg, this new set of implants or additions removes their remaining living body other than their brain.
66	Character becomes a sports star	Strength +4; Endurance +4; Popularity +3; Wealth +5. The character gains Skill: Sport (choose one) and Skill: Contract Negotiation. There is a 33% chance that the character has

		received a serious injury that ends their sports career. Otherwise, unless other factors end it, the character continues to be a sports star as their normal employment until they are in their late 30s.
67-80	Character drifts through life doing a variety of jobs	Roll four random skills. The character has spent a year or two doing each of these jobs to no great outcome.
81	Character saves the life of a mysterious stranger who promises that one day he or she will return and repay the favour!	Will it ever happen?
82	Character foils a gang of criminals and is temporarily quite famous	Popularity receives Modifiers: +4 with law enforcement, +2 with good people, -4 with criminals, -6 with gang members. These Modifiers are SITUATIONAL; they do not permanently alter the character's Popularity.
83	Character learns to ride a motorcycle	Character gains Skill: Ride Motorcycle
84	Character suffers a serious illness	Endurance -2 to a minimum of 1; gains one random non-physical Skill, Speciality or Talent during all the time spent in bed.
85	Character is challenged to a Duel and LOSES!	Character has Limitation: Scarred For Life. This gives Modifiers to Popularity of -4 with Shallow People and -3 with law enforcement. If the face is scarred then if wearing a mask these Modifiers to Popularity are negated as long as the mask is worn. These Modifiers are SITUATIONAL; they do not permanently alter the character's Popularity if mask is worn or the scars are not visible for some other reason.
86	Character is challenged to a Duel and WINS!	Character gains +2 Popularity, +1 to Psyche, Skill: Fencing (Rapier weapon skill) or whatever type of weapon was used in the Duel.
87	Character has a close encounter with a UFO	Roll random number of random Powers each with a random Rank value. The Rank value of these Powers should be completely random running the full range from Terrible to whatever limit the gamemaster has set (if any).
88	Character is caught in a battle between one or more superheroes and one or more supervillains. They are injured somehow during the battle.	Character gains 1d4 random Powers, all at the same Rank.
89	Character is a pop singer	Character gains Power: Celebrity (their Popularity is considered to be Astounding Rank if lower than Astounding) and Power: Astounding Wealth (their Wealth is considered to be Astounding Rank if lower than Astounding). The character also gains Skill: Singing and Skill: Public Performance.
90	Character forms the view that they are no more than a character trapped in a story being written by some god-like	The character breaks the fourth wall frequently, much to the complete mystification of the characters around them who don't understand –

	being for the amusement of an alien audience. The character thinks their world is bounded on all sides by white bars and that reality itself is no more than a series of shapes on a screen or panels in a comic book	or don't want to understand – what the character is talking about.
91	Character starts their own business. It fails.	Character has Wealth = 0, gains Skill: Bankruptcy Proceedings, Skill: Obtain Credit and Skill: Lying.
92	Character starts their own business. It succeeds.	Character Wealth +10, Popularity +2, gains Skill: Public Speaking or Skill: Retail Sales. Unless other factors indicate otherwise this is still the character's employment at the start of play.
93	Character gets tattoos	Character has Limitation: Identifying Marks: Tattoos. This gives Modifiers to Popularity of -4 with People who despise tattoos and -3 with law enforcement. These Modifiers are SITUATIONAL; they do not permanently alter the character's Popularity. There is a 50% chance the character also has Piercings. Piercings have identical effect on Popularity to Tattoos.
94	Character gets piercings	Character has Limitation: Identifying Marks: Piercings. This gives Modifiers to Popularity of -4 with People who despise piercings and -3 with law enforcement. These Modifiers are SITUATIONAL; they do not permanently alter the character's Popularity. There is a 50% chance the character also has Tattoos. Tattoos have identical effect on Popularity to piercings.
95-97	Character has an enormous family or adopted family	The character has 2d4 Contacts, each a family member, each with two Skills and ready to help the character at a moment's notice. However, the character also has far more family obligations than most other characters which means there are that many more chances to lose Karma for not fulfilling family and personal obligations.
98	Character exposed to strange energy or radiation	Character gains 1d4 random Powers each at a random Rank. There is a 50% chance that all these powers activate by being triggered when the character suffers a specific strong emotion such as rage, love, hate, ecstasy, sadness, etc. "Don't make me depressed. You wouldn't like me when I'm depressed."
99	Character is bitten by a vampire	Character gains a random Power which has the Limitation: You Must Feed – the character must drain life energy as if a vampire by drinking victims' blood.
00	Roll twice and combine results	Character gains all Skills listed for each origin rolled and if the same Skill is gained twice it becomes an Advanced Skill: Speciality bonus is +2RS not +1RS for that Skill.



**Old: 1d100**

<b>Roll</b>	<b>Origin Story</b>	<b>Effects if any</b>
01	Character had a passionate love affair but their lover died	Each game session or game day the character must pass a roll on their Psyche or be depressed. If depressed, all rolls suffer a -3RS.
02	Character contracts fatal illness	Character will only live another 1d10 years unless some miracle cure is found.
03	Character overeats	Increase character's weight by 1d100 lbs. and adjust their new final Weight accordingly. If this lasts until Adult age, it becomes a permanent Limitation: Overweight – the character is 50 lbs. heavier than is considered healthy. This extra weight defeats all efforts by the character for them to lose it. The character is psychologically vulnerable to any confidence trick or psychological attack based on a lose weight fast scheme, crank diet or other nonsense
04	Character has a beloved animal companion	Character has a pet Animal or Creature. The animal companion could be of any age from puppy / kitten to very old. It is fiercely loyal and loving towards the character even if this would not normally be possible for its species.
05	Character is an addicted game player. Roll 1d10 for the game to which they are addicted: 1 = slot machines 2 = Mah Jongg 3 = Bridge 4 = Poker 5 = Bingo 6 = Collectible card game such as Tragic: The Garnering or Yuck-I-Go 7 = Online Poker 8 = Roulette 9 = Online Blackjack 10 = Blackjack	Character Wealth reduced to Terrible permanently. Character gains Skill in whatever game to which they are addicted. There is a 50% chance the character has a group of friends in real life or online with whom they constantly discuss their game, if so then this group of people form a useful group of Contacts for the character.
06	Character begins to see someone who isn't there more and more often – a vision of someone who is dead, lost to the character or who never existed	What causes these visions of a person no one else can see could be anything. It might be the beginnings of mental illness, organic brain damage, or something paranormal, supernatural or connected to a myserious Cosmic being of some kind.

07	Character makes a lifelong enemy	The enemy is still around and becomes an opposite of the character – if the character is a superhero the enemy will be the supervillain who is the character’s constant opponent dogging them at every step. It might be something less grand than this though – the two characters could be “deadly enemies” at the local social club, Bingo Hall or sports club.
08-11	Character befriends a retired superhero who teaches secrets about the life of a superhero, Karma, fighting crime and the ups and downs of a heroic life	Character gains a random Power at this age which comes from something to do with the old superhero they befriend. It could be a lab accident, Mutant power activating, the old superhero somehow passing on their own Power – anything.
12	Character permanently injures their feet, legs or hips	Character Speed reduced to half normal permanently and the character must use a walking stick to walk and maintain their balance.
13	Character learns a sport or other form of exercise	Character gains Skill in whatever sport or exercise they learn: Tai Chi, Tennis, Swimming or whatever the player decides.
14	Character is in a serious accident. To restore their health they receive metal implants.	Character is now a Cyborg. One or all of their Powers are generated by the machines that are now permanently part of their physical form. If the character is already a Cyborg, this new set of implants or additions removes their remaining living body other than their brain. If the character has already been reduced to a brain, this latest set of operations reduces the character to a handful of living cells deep within what amounts to an Android, a robotic copy of their original living body.
15	Character becomes a volunteer for a charity, political party or non-government organization of some kind	Character gains 1d6 Contacts, each very different from the others, acquired in the course of their volunteer work.
16	Character gains weight	Add 1d100 to the character’s Weight and recalculate their final Weight.
17	Character saves the life of a mysterious stranger who promises that one day he or she will return and repay the favour in some way.	Will it ever happen?
18	Character foils a gang of criminals and is temporarily quite famous	Popularity receives Modifiers: +4 with law enforcement, +2 with good people, -4 with criminals, -6 with gang members. These Modifiers are SITUATIONAL; they do not permanently alter the character’s Popularity.
19-21	Character learns to ride a motorcycle	Character gains Skill: Ride Motorcycle and +1 to Agility
22-35	Character becomes a sports star	Strength +4; Endurance +4; Popularity +3;

		Wealth +5. The character gains Skill: Sport (choose one) and Skill: Contract Negotiation. There is a 33% chance that the character has received a serious injury that ends their sports career. Otherwise, unless other factors end it, the character continues to be a sports star as their normal employment until they retire.
36	Character suffers a serious illness	Endurance -2 to a minimum of 1; gains one random non-physical Skill, Speciality or Talent during all the time spent in bed.
37	Character's eyesight fails	Character needs glasses. If they don't wear them or contact lenses their Agility and Intuition are halved, round up. It is possible for the character to have corrective surgery.
38-40	Character has spent years watching movies and television and little else.	Add 20 lbs. to the character's weight and recalculate their Weight. All that extra weight is unhealthy fat so lower character's Endurance by 3 to a minimum of 1. The character is 50% likely to be approaching Type II Diabetes status. If so, their eyesight will begin to fail, their blood pressure will rise to unhealthy levels and they receive a penalty of -3RS on any rolls to resist injury or infection. Character also gains Skill: Trivia – Television and Streaming Shows.
41	Character drinks a defective energy drink and gains super powers	Roll random number of random powers of random Rank each. This character is a true superbeing and may be extremely powerful from this point on.
42	Character is contact, abducted or harassed by an Alien or Alien race, for reasons both obscure and unlikely	The character gains a Power in the form of an item. This unique item is either given to them by the Aliens or is given to them by the enemies of the Aliens to use to fight the Aliens.
43-46	Character has a pet. Choose an Animal or Creature for the pet or roll 1d10: 1 = Dog 2 = Cat 3 = Monkey 4 = Ape 5 = Python 6 = Small bird 7 = Bird of prey 8 = Snake 9 = Goldfish 10 = Dragonet (this is a Creature not an Animal)	The pet is a character in its own right.
47	Character weakens severely	Halve Endurance round up, halve Strength round DOWN. The weakening could be due to any cause – old age, illness, poisoning or

		accidental injury etc.
48	Character becomes clumsy	Any roll on Agility requires a roll on 1d10 as well. On a roll of 1, the Agility roll fails no matter what the result would have been.
49	Squeamish: Character becomes reluctant to use physical force	Halve Fighting, round DOWN.
50-51	Character discovers that their sexual orientation is different from those around them and that if they revealed their true nature it would mean unthinking people around them would persecute them or possibly even try to hurt them.	Character gains Skill: Passing As "Normal" and Skill: Psychology. Character gains Limitation: Dark Secret – the character has a sexual orientation that, if discovered, could trigger complete ruin for the character. If the Dark Secret is ever revealed, this Limitation converts to Limitation: Prejudice – hated for their sexual orientation.
52	Character is retrained by local authorities as part of a "get back into the workforce" program	Character has an Advanced Skill (+2RS). Randomize which Skill this is but it will not be a weapon or fighting related skill.
53	Character has a younger companion or ward	Character gains a Sidekick. A Sidekick is a character who copies the character and their main behaviors. The Sidekick is one or more Age categories younger than the character and their FASERIP is one Rank lower than the character's to a minimum of Terrible (02).
54	Character goes deaf	Intuition halved, round up. Character can take Sign Language as a Skill, Lip Reading as a Skill and may be able to wear a Hearing Aid or have surgery to somewhat correct their Deafness.
55	Character goes blind	Agility reduced to Bad (04).
56	Character becomes a Sheriff Deputy or Police Assistant	Character gains Talent: Sheriff Deputy or Talent: Rookie Cop and Skill: Police Training
57	Character starts a successful blog	Character gains Skill: Computer Use and Skill: Blogging.
58	Character is challenged to a Duel and LOSES!	Character receives scars from the Duel. Character has Limitation: Scarred For Life. This gives Modifiers to Popularity of -4 with Shallow People and -3 with law enforcement. If the face is scarred then if wearing a mask these Modifiers to Popularity are negated as long as the mask is worn. These Modifiers are SITUATIONAL; they do not permanently alter the character's Popularity if mask is worn or the scars are not visible for some other reason.
59	Character is challenged to a Duel and WINS!	Character gains +2 Popularity, +1 to Psyche, Skill: Fencing (Rapier weapon skill) or whatever type of weapon was used in the Duel.
60	Character has a close encounter with a UFO	Character gains a single Power at Fantastic (40) Rank.
61	Character becomes office bearer in	Character gains 2d10 Contacts of a widely

	club, secret society, community organization or local government	varied kind. These are all people met in the course of their new position.
62	Character begins to see someone who isn't there more and more often – a vision of someone who is dead, lost to the character or who never existed	What causes these visions of a person no one else can see could be anything. It might be the beginnings of mental illness, organic brain damage, or something paranormal, supernatural or connected to a myserious Cosmic being of some kind.
63	Character becomes a Walk-In	The character's RIP is re-rolled on 1d100 for the score in each of Reason, Intuition and Psyche. These numbers are the new statistic score and reflect the new Rank. The new RIP are those of a spirit or intangible creature that is permanently inhabiting the character's body for some purpose. The previous RIP represents the original character, now a ghostly presence unable to affect the physical world.
64	Character is a singer or entertainer of some kind	Character gains Power: Celebrity (their Popularity is considered to be Astounding Rank if lower than Astounding) and Power: Astounding Wealth (their Wealth is considered to be Astounding Rank if lower than Astounding). The character also gains Skill: Singing or Skill: Standup Comedy and Skill: Public Performance.
65	Character suffers bizarre nervous breakdown and "becomes like two different people"	Character gains Power: Alter Ego and Skill: Psychology
66-71	Character is married	The character's husband or wife is a separate character.
72	Character starts their own business. It fails.	Character has Wealth = 0, gains Skill: Bankruptcy Proceedings, Skill: Obtain Credit and Skill: Lying.
73	Character starts their own business. It succeeds.	Character has Wealth +10, Popularity +2 and gains Skill: Public Speaking.
74-75	Character is an actor on a soap opera or other day time television or streaming show	Character gains Skill: Contract Negotiations, Skill: Acting. Popularity +10.
76-90	Character has an enormous family or adopted family	The character has 2d4 Contacts, each a family member, each with two Skills and ready to help the character at a moment's notice. The character is one of the oldest members of the family and their needs are put before those of the younger family members. RESPECT.
91	Character struck by radiation	Character gains 1d4 random powers
92-97	Character has a quiet period in their life.	Characters gain a random Skill, Talent or Speciality.
98	Character is bitten by a Vampire	Character gains a random Power which has the Limitation: You Must Feed – the character must drain life energy as if a

		vampire by drinking victims' blood.
00	Roll twice and combine results.	Character gains all Skills listed for each origin rolled and if the same Skill is gained twice it becomes an Advanced Skill: Speciality bonus is +2RS not +1RS for that Skill.

**Venerable: 1d100**

Roll	Origin Story	Effects if any
01	Character is next door neighbors to an equally old person who is a retired superhero or supervillain (50/50 chance of either)	Character gains Contact – Superpowered elderly next-door neighbour.
02-20	Character has had a heart attack	Endurance reduced to 1d6, Strength reduced to 1d6, Agility reduced to 1d8. The character now has a serious heart condition and must take medicine every day or risk dying immediately. Also any strenuous exercise triggers faintness and has a 10% chance of killing the character outright.
21-30	Dilettante: Character has spent years studying whatever interested them	Character gains six random skills.
31	Character received experimental treatment for a health condition which has left them with a Power of some sort	Character gains a completely random power at a completely random Rank.
32-40	Character is someone else's Contact	Character gains Skill: Computer Use, Skill: Investigation and Skill: Library Use
41-70	Character has drifted through this period of their life	Character gains three Skills, Specialities or Talents. These three skills reflect what the character spent the last ten years doing, spending three and a bit years at each skill.
71-84	Character has an enormous family or adopted family	The character has 2d4 Contacts, each a family member, each with two Skills and ready to help the character at a moment's notice. The character is one of the oldest members of the family and their needs are put before those of the younger family members. RESPECT.
85-90	Character is crippled	The character can no longer walk for more than two Areas unaided and is most likely in a wheelchair – or should be.
91	Character has amassed a vast fortune	Character gains Power: Astounding Wealth (their Wealth is considered to be Astounding Rank if lower than Astounding)
92-94	Character has been financially ruined	Wealth = 0. This character is either homeless, lives with relatives depending on them for everything, is in a Terrible quality government care home, is a long term "patient" at a free clinic, or is living in assisted care provided by the local government. Their life is awful in every way.
95	Character is a proactive member of Neighborhood Watch, Civic Council or	Character has Advanced Skill (+2RS): Gather Information Through Conversation aka

	some other organization run and staffed by Venerable Age people more as a social club and gossip hub than for any real purpose	Interviewing
96	Character has a younger companion or ward	Character gains a Sidekick. A Sidekick is a character who copies the character and their main behaviors. The Sidekick is one or more Age categories younger than the character and their FASERIP is one Rank lower than the character's to a minimum of Terrible (02).
97	Character goes deaf	Intuition halved, round up. Character can take Sign Language as a Skill, Lip Reading as a Skill and may be able to wear a Hearing Aid or have surgery to somewhat correct their Deafness.
98	Character goes blind	Agility reduced to Bad (04).
99	Character is bed-ridden	Character has Limitation: Immobile – in normal circumstances this character cannot move significantly or leave their current location. This character will most likely have Powers manifesting away from the character, an Alter Ego, an Alternate Form or some other way for them to overcome this Limitation during play.
00	Roll twice and combine results	Character gains all Skills listed for each Origin and if gains same Skill twice that becomes an Advanced Skill: +2RS not +1RS on that Skill, and so on. If the combined results just doesn't appeal – start again!

## CHARACTER TYPE AND POWERS

Roll 1d100 to determine the character's type. This may need to override, replace or be integrated into the Origin rolled up above if those options were used. For each character type there is a Powers column. This indicates the number and kind of Powers the character has and any other factors for this specific type of character. There is also a FASERIP column. This specifies how to generate the statistics for this character, or in some cases provides some of them. The Origin process above begins with all characters having statistic scores in the 2-12 (Terrible (02) to Decent (10)) range. Some characters will now lose those scores and replace them with potentially much higher scores. If a FASERIP column entry says "unchanged" – the 2 to 12 statistics score remain. If a description omits to specify what Rank a Power or ability might be, it is always at random Rank.

Powers are dealt with in a separate document. There are also the many existing rosters of Powers from several sources – the original 1980s publications, FASERIP RPG by Bucky the Blackball, many fan created products and the fan master lists of Powers.

Disregard or alter anything that the playing group does not want for each character. Remember, it's your game and you should play it your way!

Below the CHARACTER TYPE chart is a RANDOM RANK chart. Use this to generate any random Rank for a statistic or Power. There is one further chart called ULTIMATE RANKS. The ULTIMATE RANKS chart is to generate a “completely random” score – one that could literally be any Rank from Zero to Infinite. Only use that when directed, it is not suitable for general use.

**CHARACTER TYPE – 1d100**

<b>Roll</b>	<b>Character Type</b>	<b>Powers</b>	<b>FASERIP</b>
01-10	Altered Human – Science Experiment	1d6 Powers all coming from the same incident, formula, laboratory accident or treatment and all at the same random Rank	Unchanged
11-20	Altered Human – Magic	1d4 Powers all coming from the same Magic Item, formula, magical accident, curse or treatment. Each Power has a different random Rank	Unchanged
21-30	Altered Human – Kafka	1d8 Powers each at completely random Rank. The character literally woke up one day with these Powers. Any Power with a Rank of Zero exists but will need improvement before it becomes usable.	Unchanged
31-40	Mutant – Pariah	1d4 Powers all combined in the Mutant’s mind and body. All Powers have the same random Rank. These Powers first manifested at puberty and then permanently altered the Mutant’s physical form in some way. Pariahs are feared and hated by the general population and have the Limitation – Prejudice – feared and hated by humanity.	Unchanged
41-50	Mutant – Homo Superior	1 Power at completely random Rank,	Unchanged



		<p>minimum Rank Terrible. This kind of Mutant usually looks identical to a typical human (or whatever species to which they belong) until they activate their Power.</p>	
51-60	Mutant – Radioactive Mutant	<p>1d4 random Powers each at a random Rank plus armored skin that functions as Armor of a random Rank. Radioactive Mutants possess a mutant gene cluster which, when exposed to a specific type of radiation, triggers the immediate and permanent activation of latent super powers.</p>	Unchanged
61-70	High Tech – Suit	<p>Character wears a high tech suit of armor. Outside the suit, the character is as they were. Inside the suit they have 1d8 Powers that the suit provides. Suit also provides armor protection as if Armor of completely random Rank.</p>	Unchanged (inside the Suit, Suit may provide different FASERIP when worn)
71-79	High Tech – Cyborg	<p>Character has undergone medical or technological invasive procedures and 1d100 percent of their body is now composed of machines. 1d6 random Powers each at different random Rank</p>	Unchanged
80	High Tech – Animal	<p>The character is an Animal with a Reason of a minimum of Average. This character has the statistics and Powers if any of the type of Animal to whose species they belong. Through subtle</p>	As per the Animal description

		scientific interference the Animal has front paws or flippers that are the equivalent of human hands as long as no one looks too closely. The Animal can also understand and speak one human language.	
81-90	High Tech – Wizardry (Gimmicks)	Character has Wizardry Power and all their Powers derive from Gimmicks, devices or inventions that the character has already perfected before play begins. Each Power is at a different random Rank.	Unchanged
91	Robot - Android	1d8 Powers all of which are built into its physical form. This character imitates a living human character. Ability to imitate human has a random Rank. Average Rank or above in imitation indicates the Android can pass for a living human.	Unchanged
92	Robot – humanoid	1d6 Powers at random Rank. This character has a head, limbs and a body but beyond that is obviously not human or even a living being.	Strength is World Class, Endurance is World Class, rest of FASERIP unchanged
93	Robot – non-humanoid	1d6 Powers at random Rank. This character is not humanoid. It is or resembles a Vehicle or other nonliving technological item. It has some form of means of movement and holding things be it tentacles, telescopic probes or even telekinetic rays too weak to do more than	Strength is World Class, Endurance is World Class, rest of FASERIP unchanged

		function as “arms” and “legs.”	
94	GiMP (Ghost in the Machine Protocol)	2d6 Powers each accessed through a different Device or piece of technology. Character has Interface Power at completely random Rank, minimum World Class. A GiMP is an Artificial Intelligence (AI) with no physical form of its own although it can temporarily use Possession to download into a robot, technological item connected online or even, with the right technology, into a living being. These Possession events cannot last longer than 24 hours before the GiMP needs to spend at least 24 hours recompiling and “burping its store” before attempting Possession again. But a GiMP doesn’t <i>need</i> to use Possession, it can act in the physical world through using Interface anyway.	Unchanged but the FASE part of their FASERIP only exists when they use Interface to operate a machine and can be replaced by the FASE of a different piece of technology
95	Child of the Gods	This character is the child of a union between a human and a non-human Creature of some kind. Roll on Inheritance (provided below) to see what Powers of their non-human parent this character inherits.	Likewise for their FASERIP. Their Reason cannot be lower than Bad.
96	Alien – “God”	1d6 Powers. Character is a minor member of a race of “gods” such as The Ennead or the Olympian Gods. At the	As for the “god” of their kind described in Creatures if allowed by the gamemaster otherwise - unchanged

		sole discretion of the gamemaster this character may in addition to their Powers also have the full range of abilities of that race of "gods."	
97	Alien – "Space Alien"	1d6 Powers each at a different random Rank. This character is, or is supposedly, a member of an intelligent alien species that has travelled through space somehow to visit the Earth.	Unchanged
98	Alien – "Interdimensional"	1d6 Powers each at a different random Rank. This character is a visitor from a "different dimension." The dimension could be a magical realm, parallel Earth, Elemental Plane, Unknown Realm or anywhere else that is separate from Earth by a dimensional barrier, curse, vibrational rate or anything else the gamemaster and player agree upon.	Unchanged
99	Alien – "Fantasy Creature"	The character is a Creature with a Reason of a minimum of Average. This character has the statistics and Powers if any of the type of Creature to whose species they belong.	As per the Creature description
00	Roll twice and combine.	A character that is part Robot and part living is a Cyborg of some kind.	Unchanged except where the combined rolls indicate otherwise

### RANDOM RANKS – 1d100

Roll	Rank
01-05	Terrible (02)
06-10	Bad (04)
11-50	Average (06)
51-60	Decent (10)
61-70	Great (20)
71-80	World Class (30)
81-89	Fantastic (40)
90-95	Astounding (50)
96-99	Wondrous (75)
00	Phenomenal (100)

### ULTIMATE RANKS

Roll	Rank
01	Zero (0)
02-03	Terrible (02)
04-05	Bad (04)
06-45	Average (06)
46-55	Decent (10)
56-65	Great (20)
66-75	World Class (30)
76-80	Fantastic (40)
81-85	Astounding (50)
86-90	Wondrous (75)
91-93	Phenomenal (100)
94	Single Shift (150)
95	Double Shift (200)
96	Triple Shift (500)
97	Planetary (1000)
98	Stellar (3000)
99	Cosmic (5000)
00	Infinite

Infinite Rank is considered Cosmic (5000) for the purposes of calculating Health or Karma.

### INHERITANCE – “Fantastic Families”

Fantastic Families are heroes who form a family and have children. Sometimes, very often in fact, the same strange energies and workings of fate that produced the original hero are passed down as a Legacy to those who succeed them in generations to come.

Legacy can be added as an Origin type or simply acknowledged as a fact. Legacy means a hero (or villain) is the descendant of at least one super powered character and inherits at the bare minimum a version of their costume and possibly their same powers.

The presumption here is that Powers are dominant genetically and will manifest in the children of a superbeing. Or, if the powers are in a Gimmick, the workings of fate will give the children some version of the same Gimmick, and so on.

To change this for your own game if you think it's producing too many spit curled godlings simply treat a roll on the chart below of 65 or less as a roll of 01, ie the child does not inherit.

If there is only one descendant or the player is choosing all the powers for the characters in a family then that's fine and good. However, it might be that at some point there are either too many different family members to easily choose for or there is another reason why randomizing what powers a descendant inherits from a super powered ancestor.

When the time comes to roll up a random inheritance for a family, use the chart below.

### Fantastic Families: 1d100 for what a child inherits

1d100 roll	Outcome	Effect
01	Child does not inherit parent's power(s)	No inherited powers
02-65	Child inherits ONE of the parent's powers. If the parent only has one power, that is the one inherited.	The power is inherited at a random Rank.
66-75	Child inherits a duplicate of all the parent's powers.	The powers are each at a random Rank.
76-80	Child inherits identical powers to their parent.	All powers inherited are at the same Rank as for the parent.
91-95	Child inherits identical powers as their parent but now all powers are a Combination meaning all the powers are combined and are all on or off at the same time.	Randomize a Rank for the new Combination power.
00	Child inherits only ONE of their parent's powers, but boosted.	The power inherited begins two Ranks higher than the parent's Rank, maximum Rank Cosmic.

The same process can then be used for GRANDchildren and so on, to see if they take after their parents or grandparents, and so on down the line. If both of a child's parents are super powered then roll on the Fantastic Families chart TWICE, once for mama and once for papa!

That accounts for inherited powers. But what about FASERIP? For each of the statistics, including Wealth but not including Karma, Health or Popularity, roll 1d6. On a roll of 1 or 2, the character inherits their father's Rank in that statistic. On a roll of 3 or 4, the statistic is random. On a roll of 5 or 6, the statistic is at the same Rank as the character's mother.

Inheritance is all about families so what some people do is create a genealogy, a family tree, for their superheroes (and supervillains). Genealogy fascinates and entertains some people and if it is something you enjoy, by all means do a family tree for your characters!

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