

Lifepath Generator

This system generates a randomized background for a character. It's a strictly optional part of character creation and is mostly intended to flesh out your character and to spark ideas. If you don't like a result, or it doesn't match the concept of your character, just pick something you do like instead, or reroll...or come up with a more compelling option.

It works a bit like Mad Libs. Follow the parts in red and roll on the indicated table where appropriate. Once you get to the Tour of Duty section, roll four times if you are starting as an Ensign, twelve times if you are starting as a Lieutenant, fourteen times for a Lt. Commander, a Commander 24 times, a Captain 27 times, and so on.

Once you're done, do the exit questionnaire, particularly if your GM allows the mechanical bonuses. Now that you have a mass of random, but hopefully interesting data, flesh it out and turn it into a story.

My parents were (1)...

Table 1. Parents. Let's find out who your parents were. Roll for both of them.

D20	Result
1	Archaeologist
2	Athlete
3	Bureaucrat
4	Businessman
5	Criminal
6	Diplomat
7	Doctor
8	Laborer
9	Lawyer
10	Military, non-Starfleet
11	Musician
12	Not your biological parent*
13	Pilot, non-Starfleet
14	Politician
15	Scientist
16	Starfleet Officer, Blue Shirt
17	Starfleet Officer, Red Shirt (Engineering)
18	Starfleet Officer, Red Shirt (Security)
19	Starfleet Officer, Yellow Shirt
20	Teacher/Professor

* **Roll d6:** 1-3 I know who my biological parent was—roll again for that one, too. 4-6 I don't know who my biological parent is. **Roll d6 again:** 1-4 Same species as you are. 5-6 Different species (choose one at random—**d6:** 1 Human, 2 Andorian, 3 Vulcan, 4 Tellarite, 5 "Enemy" species, 6 make a new species).

After that, roll another d6: On a 1-2, roll on the table below. 3-6, nothing remarkable, go on to step #4.

d6 Result

- 1 ...but my parent died when I was a child.*
- 2 ...but they later changed careers (roll again on above, ignoring "not your biological parent").
- 3 ...was famous.
- 4 ...left mysteriously.*
- 5 ...disappeared mysteriously.*
- 6 ...was divorced (d6: 1-3 remarried, 4-6 still single).

* **Roll d6 again to see who raised you if both parents disappeared/died/left:** 1 One legal guardian, roll above for profession, 2 - 3 Two legal guardians (again, roll above for profession), 4 Passed along through several families, 5 - 6 a close relative of one of your parents (roll randomly for side, **d6:** 1-3 Mother, 4-6 Father).

My childhood was (2)**Table 2. Childhood.****d10 Result**

- 1 Happy
- 2 Lonely
- 3 Spent moving from place to place
- 4 Depressing
- 5 Full of adventure
- 6 Dull
- 7 Pretty typical
- 8 Spent studying and reading books
- 9 - 10 Roll twice

I... (3)**Table 3. Upbringing Quirks.****d8 Result**

- 1 Had a pet.
- 2 Was rather spoiled.
- 3 A lot of friends.
- 4 Spent a lot of time in detention at school.
- 5 Was always exploring, looking for new things.
- 6 Had strange hobbies.
- 7 Had a lot of siblings.
- 8 Roll twice

Starfleet Academy...(4)

Table 4. Random Things About Your Early Starfleet Academy Years.

1	Joined Starfleet at a younger age than usual
2	Failed the entrance exam a few times before being successful
3	Had a nemesis (the Finnegan to your Kirk)
4	On a sports team (d6 : 1-2 Successful, 3-4 Mediocre, 5-6 Awful)
5	Champion in an endeavor appropriate to your class (boxing champion, three dimensional chess champion, etc)
6	Gained a mentor (d6 : 1 - 2 Blue Shirt, 3 - 4 Red Shirt, 5 - 6 Yellow Shirt)
7	Missed a semester due to illness
8	Graduated in record time
9	Had a famous person in your class
10	Notorious for exploits
11	Notorious for love life
12	Disciplinary problems
13	Head of class
14	Embarrassing nickname
15	Got into an adventure
16	Inspirational moment with somebody famous (e.g. talked to Spock after a lecture)
17	Took a semester off-world
18	Absolutely nothing remarkable happened
19	Roll twice
20	Roll three times

Upon graduating from Starfleet Academy, you're now 3rd level and ready for your first tour of duty!

My first tour of duty... (5)

Table 5. Tour of duties.

d20	Result
1	Space/time anomaly discovered. Roll d6 : 1 Ship trapped, 2 Transports the ship into the past, 3 Across the galaxy, 4 Alternate universe, 5 Alien artifact, 6 Warps reality in strange and surprising ways.
2 – 3	Federation outpost/colony attacked by...
4	During a rather dull posting at Headquarters... (roll again, disregarding weird results)
5	While being transferred to next posting... (roll again, disregarding weird results)
6	Bad assignment (roll d6: 1 assigned to a lesser ship, 2 – 3 lonely outpost, 4 menial duties on a star base, 5 desk assignment, 6 Starfleet recruiter), now roll another d6 to find the reason: 1 Starfleet politics, 2 disciplinary problems, 3 random bad luck, 4 personal choice, 5 Starfleet was simply under-staffed, 6 bureaucratic mistake. Now roll another d6 : 1 – 3 Completely uneventful, don't roll any more, just move on to next tour of duty, 4 – 6, roll again on this table, disregarding results that don't make any sense.
7	Ship hijacked/captured
8 – 9	Ship attacked
10	Stuck at headquarters, pushing papers. Uneventful—move on to next tour of duty.
11 – 12	While on a diplomatic mission... (roll again, disregarding weird results)
13	New civilization discovered
14 – 15	Responding to distress call
16	Rescued a colony from a potentially fatal plague.
17	Crew found a Mysterious Alien Device (see special section below)
18	Party to an important scientific discovery
19	Party to an important archaeological discovery
20	Uncovered an enemy spy

If the roll above requires a villain, roll below to see who it was:

d10 Result

- 1 – 4 Klingons
- 5 – 6 Romulans
- 7 Cloud Monster
- 8 Rogue Starfleet Crew Member
- 9 Starfleet Member Species (**d6**: 1 Andorians, 2 Vulcans, 3 Tellarites, 5 - 6 some other species that gets even less air time such as the Tiburonians or Caitians)
- 10 Civilians of some sort (**d6**: 1 Criminal, 2 Rebel, 3 Shadowy Conspiracy, 4 Religious Cult, 5 Spies, 6 Terrorists)

I...(6)

d10 Result

- 1 Displayed great courage.
- 2 Displayed great sacrifice.
- 3 Saved the lives of many civilians.
- 4 Saved the life of my captain.
- 5 Saved the life of several fellow crew members.
- 6 Prevented the destruction of my ship.
- 7 Showed great inventiveness and creativity.
- 8 Saved the day at the last minute, while under heavy fire.
- 9 Saved the day, but made an enemy out of a fellow crew member.
- 10 Showed great promise and gained a mentor and ally in Starfleet.

For tours of duty that require posting aboard a starship, roll...

d6	1st	2nd roll	3rd roll and above
1	Ptolemy	Ptolemy	Hermes
2	Hermes	Hermes	Saladin
3	Hermes	Saladin	Siva
4	Saladin	Saladin	Constitution
5	Siva	Siva	Constitution
6	Constitution	Constitution	Bonhomme Richard

Depending on the timeframe of the game and the gamemaster's preferences, *Siva* and *Bonhomme Richard* results may be ignored/rolled so as to provide more overlap in characters' backgrounds.

Names:

d10	PTOLEMY Class	HERMES Class	SALADIN Class	SIVA Class
	Transport/Tug	Scout	Destroyer	Destroyer
1	Al Rashid	Aeolus	Alaric	Ares
2	Anaxagoras	Anubis	Darius	Hathor
3	Anaximander	Batidor	Etzel	Iblis
4	Aristarchus	Bridger	Jenghiz	Jugurtha
5	Eratosthenes	Carson	Kublai	Loki
6	Galilei	Cody	Pompey	Lucifer
7	Hipparchus	Diana	Saladin	Mars
8	Ibn Daud	Hermes	Sargon	Morlock
9	Ptolemy	Quintillus	Suleiman	Siva
10	Ulugh Beg	Revere	Xerxes	Tyr

d10	CONSTITUTION Class Heavy Cruiser	BONHOMME RICHARD Class Heavy Cruiser
1	Constitution	Bonhomme Richard
2	Enterprise	Eagle
3	Excalibur	El Dorado
4	Exeter	Endeavor
5	Hood	Excelsior
6	Kongo	Hornet
7	Lexington	Lafayette
8	Potemkin	Merrimac
9	Republic	Monitor
10	Yorktown	Wasp

Then roll the other tours of duty.

Roll a total of four times if you are starting as an Ensign, twelve times if you are starting as a Lieutenant, fourteen times for a Lt. Commander, a Commander 24 times, a Captain 27 times, and so on. On following tours of duty, roll another ship if the tour does not make sense on your character's current ship (or if you just want the character to be transferred to another vessel).

Exit questionnaire:

1. Pick one thing your character is **most proud of** from his background. It can be something about your childhood, your parents, your Starfleet career. Example: "I was born on a starship; my father and mother were both pilots. That's why I never get lost." You can use this fact to wrangle a bonus out of the GM in relevant situations.

2. Pick one thing your character is **least proud of**. This is the skeleton in your closet or the thing that makes your character grind their teeth, gets them into fights, whatever. At the GM's option, if this issue comes up in an adventure and is dealt with in a dramatic way, you can earn extra experience points.

3. Another useful step is to go through and outline **plot threads**. Interesting parts of the character's background that may be interesting or fun to explore in that character's further adventures. Things like repeated encounters with a certain type of enemy, or mysterious childhood events and so on.

Mysterious Alien Devices

Occasionally devices surface that boggle the mind. Enigmatic remnants of long extinct alien species, they follow scientific principles centuries beyond anything Starfleet is capable of reproducing. They are often the seeds of great adventures; their very alienness producing a unique window into the psyche of your ship's crew.

Of course, you can also make them up completely at random if you're stuck for ideas or just need something interesting for next week's session.

Roll d10 for each column:

D10	How big is it?	What is it shaped like?	What is it doing?
1	Ring-sized	Blocky/pillar/cube	Nothing
2	Hand-held	Amorphous	Surrounded by sparkles
3	Loaf of bread	Spherical	Hovering
4	Toaster	Ring-shaped	Playing Random Images
5	Television	Blocky with a window or door	Transparent
6	Refrigerator	A Ray Gun/Cannon	Making Noises
7	Car	A Vehicle	Emitting A Low Hum
8	House	A Pyramid	Blinking Lights
9	Mansion	A Door	Emitting heat
10	Skyscraper	A Pit	Roll Twice

1d20 What does it do when turned on?

- 1 Nothing
- 2 Goes "ping"
- 3 Creates a force field
- 4 Allows time travel
- 5 It's an alien computer, probably quite intelligent
- 6 Transmogrification (changes things into other things):

Roll 1d6: It transmogrifies... 1-2 People, 3-4 Objects, 5-6 Energy.

Roll 1d6 again: 1-3 Just one type of transformation (and back), 4-6 Many types.

- 7 It's a beacon
- 8 Weapon system designed to hunt down intruding life forms
- 9 Controls the aging process
- 10 Can send or retrieve people from the Mirror Universe
- 11 It eats things.
- 12 Emits smoke and loud noises.
- 13 It melts (Roll 1d6: 1-3 itself, 4-6 other things)
- 14 Can upgrade or repair machinery
- 15 Creates androids
- 16 Controls the speed of time
- 17 Warps the fabric of space
- 18 Modifies the mind:

Roll 1d8: 1-2 mind control, 3-4 possession by alien identity, 5-6 switches peoples' minds, 7-8 inserts alien knowledge

Roll 1d6: 1-3 permanently until specifically reversed, 4-6 for an hour.

19 Replicates itself
20 Roll Twice

...and is this a good thing or a bad thing?

1d6 Well, is it?
1-3 Yeah, great.
4-6 Good lord, no.

Sample item:

The various d10 rolls come up (4) Size of a toaster, (2) amorphous, (8) covered in blinking lights, (6) has powers of transmogrification, (5) can transform energy, (5) into many different types of energy. Good thing or bad thing? (3) Good thing.

The away team is investigating an odd energy pattern on the surface of Cestus XII. Buried beneath the rubble of an ancient temple, it finds a depression filled with a strange fluid, covered in drifting red lights. Attempting to discern the material's composition, they hit it with a very light phaser beam. The alien device transforms the energy of the phaser beam into a pleasant tone and a cascade of warm light.

Later, on board the ship, they discover that touching the various drifting lights allows the transformation of any type of energy into any other type of energy, almost without loss.

Second example:

The various d10 rolls produce... (3) Size of a loaf of bread, (1) blocky, (10, then 8) covered in blinking lights, (and 4) plays random images. (1) Can send or retrieve people from the Mirror Universe. Good thing? (5) Not good.

The ship is shaken by an unknown force when traveling past a time-space anomaly. With a flash of light, an object appears on the floor of the bridge. It's roughly the size of a loaf of bread, composed of a strange metal and is covered with blinking lights and buttons. A screen near one end plays random images, scenes of conquest and war.

When disturbed, it randomly sends 1d6 nearby people to the Mirror Universe. Will they come back? Who knows.