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 once per level for levels 3 and 4, twice per level for levels 5 through 7 and three times per level for every level beyond that.

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.

I was born on (1), and/but raised on (2).

Table 1. Birth World. Roll d6 for your birth location

d6 Result
1 A frontier world not yet a part of the Federation
2 An established colony
3 – 4 Your species' homeworld
5 Deep space, on a ship
6 On a space station

If from Earth, roll for a continent. **Roll d8:** 1 Africa, 2 Asia, 3 Australia, 4 Europe, 5 North America, 6 South America, 7 Space station in Earth orbit, 8 the Moon. Once a continent is determined, just pick a good location from that continent (e.g. Chicago, Iowa, France, whatever).

If from another planet, just make up a cool sounding name, or pull a place from Memory Alpha if it has a detailed enough write-up.

Table 2. Where you were raised...

Roll d6: 1-3 Same as what came up in Table 1, 4-6 Reroll on Table 1 for where you grew up.

My parents were (3)...

Table 3. Parents. Now to 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 (4)

Table 4. 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... (5)

Table 5. 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

Table 6. 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… (8)

Table 8. 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 Equipment section in WNM)
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 Caitains)
10	Civilians of some sort (**d6:** 1 Criminal, 2 Rebel, 3 Shadowy Conspiracy, 4 Religious Cult, 5 Spies, 6 Terrorists)

I...(9)

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 star ship , roll...

d6	1st	2nd roll	3rd roll and above
1	Ptolemy	Ptolemy	Hermes
2	Hermes	Hermes	Saladin
3	Hermes	Saladin	Miranda
4	Saladin	Saladin	Constitution
5	Miranda	Miranda	Constitution
6	Constitution	Constitution	Federation

Names:

d10	**Ptolemy**	**Hermes**	**Saladin**	**Miranda**
1	Al Rashid	Anubis	Alexander	Britain
2	Aristarchus	Bowie	Darius	Lantree
3	Copernicus	Bridger	Hamilcar	Majestic
4	Galilei	Carson	Saladin	Miranda
5	Ptolemy	Crockett	Sargon	Nautilus
6	Cassini	Hermes	Xerxes	Reliant
7	Keppler	Sacajawea	Ares	Saratoga
8	Messier	Aries	Loki	Shir Khar
9	Luyten	Taurus	Siva	Sitak
10	Thales	Pegasus	Tamerlane	Tian An Men

d10	Constitution	Federation
1	Constellation	Affiliation
2	Constitution	Compactat
3	Enterprise	Confederation
4	Excalibur	Directorate
5	Exeter	Federation
6	Farragut	Konkordium
7	Hood	Star Empire
8	Intrepid	Trusteeship
9	Republic	Unificatum
10	Yorktown	Alliance

Then roll the other tours of duty.

Roll once per level for levels 3 and 4, roll twice per level for level 5 – 7, and three per level for levels 8 and above. On following tour of duties, roll another ship if the tour does not makes 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.   At the GM's option, you get a +2 bonus to related rolls. Example: "I was born on a starship; my father and mother were both pilots. That's why I never get lost." = +2 to all navigation rolls. This bonus should not come up extremely often--if it's being used all the time, then you should spend a Talent and get Specialization in that area.

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 either get an extra Action Point for that Episode or an extra experience point.

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.