

Chronicle 001: LIFE PATH

WARNING: NOT APPROPRIATE FOR ANYONE UNDER 15

PERSONALITY

- 1 Shy and Secretive
- 2 Rebellious, Antisocial, and Violent
- 3 Arrogant, Proud and Aloof
- 4 Moody, Rash, and Headstrong
- 5 Picky, Fussy and Nervous
- 6 Stable and Serious
- 7 Silly and Air-headed
- 8 Sneaky and Deceptive
- 9 Intellectual and Detached
- 10 Friendly and Outgoing

NEXT: Who you value most?

WHO YOU VALUE MOST

- 1 Child
- 2 Brother or Sister
- 3 Lover
- 4 Friend
- 5 Yourself
- 6 Pet
- 7 Teacher or Mentor
- 8 Public Figure
- 9 Personal Hero
- 10 No One

NEXT: What you value most?

WHAT YOU VALUE MOST

- 1 Money
- 2 Honor
- 3 Your Word
- 4 Honesty
- 5 Knowledge
- 6 Revenge
- 7 Love
- 8 Power
- 9 Having a Good Time
- 10 Friendship

NEXT: Your worldview

YOUR WORLDVIEW

- 1 Neutral
- 2 I Like Everyone
- 3 No One Understands Me
- 4 People Are Sheep, They Need To Be Led
- 5 Everyone is Valuable
- 6 People Must EARN My Respect
- 7 No One Will Ever Hurt Me Again
- 8 People Are Untrustworthy. Be Careful Who You Trust
- 9 People Are So Wonderful
- 10 Kill Them All!

NEXT: Early Background



EARLY BACKGROUND

- 1-2 Poor
- 3-6 Middle Class
- 7-8 Well Off or Under Guardianship of Someone Wealthy
- 9 Wealthy
- 10 Rich

NEXT: 1-6: A boring Childhood



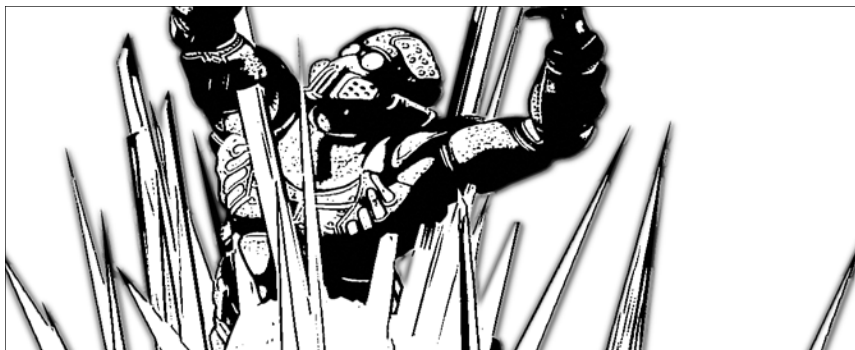
CHILDHOOD EVENTS

1-5: One or more of your family members were....

6-10: Your entire family was...

- 1 Betrayed By a Friend or Relative and Lost Everything
- 2 Exiled: You Have Returned Under a Different Name
- 3 Murdered Before Your Eyes
- 4 Abducted or Mysteriously Vanished, Leaving You Behind
- 5 Adopted and Obsessed with Finding Your True Family
- 6 Killed in a War, Act of Terrorism or Disaster
- 7 Accused of a Terrible Crime They May (or may not have) Committed: Roll 1d10: 1-5 They Were Imprisoned for 1d10 Years, 6-10 They Escaped Imprisonment and are Now on the Run.
- 8 Considered to Have a Unique Birthright, Status, or Ability
- 9 Unknown to You; Grew Up Alone, Never Knowing Your True Heritage
- 10 Hunted by a Powerful Group or Organization

NEXT: Family Background



FAMILY BACKGROUND

- 1 You Come From a Proud GCC Family
- 2 Your Parents are associates of MORDUM
- 3 Your Family Participated in the Coupe Against the Earth Command
- 4 Your Family Comes From One of the Colony Worlds
- 5 One of Your Family Members is a UEU Officer (Roll 1d10: 1-5 Infamous, 6-10 Famous)
- 6 Your Family Comes From the RLF
- 7 Your Family is From a Long Line of Privateers
- 8 Your Family Members are Shadow Guard Loyalists
- 9 Your Family Members are Scientists or Researchers
- 10 Outlaws: Your Family Consists of Space Pirates

NEXT: Life Events

LIFE EVENTS

- 1-3 Good with the Bad
- 4-6 Friends and Enemies
- 5-7 Love and War
- 8-10 Nothing, You are just getting into the shit!

NEXT: Current Situation



FRIENDS AND ENEMIES

- 1 ENEMY: Bitter Ex-Friend or Lover
- 2 ENEMY: Relative
- 3 ENEMY: Partner or Co-Worker
- 4 ENEMY: From Rival Group or Faction
- 5 ENEMY: Powerful Official or Person
- 6 FRIEND: Like Brother, Sister or Parent to You
- 7 FRIEND: Partner or Co-Worker
- 8 FRIEND: Old Lover
- 9 FRIEND: Old Enemy
- 10 FRIEND: Met Through Common Interest or Acquaintance

BACK TO LIFE EVENTS

LOVE AND WAR

- 1-4 Happy Love Affair
5-6 Nothing Serious
7-10 Love Trouble: Roll 1d10
- 1 Your Lover's Friends or Family Want You Gone
 - 2 You Always Fight
 - 3 You had a Child: Roll 1d10 ODDS: Male/EVEN: Female
 - 4 One of You Has Cheated
 - 5 Lover is Dead. Via Accident, Murder or Suicide
 - 6 Lover Vanished or was Kidnapped
 - 7 It Didn't Work Out
 - 8 You Got Married!
 - 9 Lover was Imprisoned, Exiled or Went Insane
 - 10 Rival Cut You Out of the Action

BACK TO LIFE EVENTS

GOOD WITH THE BAD

- 1 FINANCIAL LOSS OR DEBT: You owe someone big! They are out to get you and will do anything to get their money back.
- 2 MAKE A POWERFUL CONNECTION: You have made a powerful contact that owes you one. They will offer up small favors here and there or one LARGE favor.
- 3 MENTOR: This person has helped train you to be better at what you do best! Add one level to one WHOLE TIER of your choice.
- 4 IMPRISONMENT: You have been locked up for 1d10 years.
- 5 FALSELY ACCUSED: You were set up and now are wanted by the authorities.
- 6 WINDFALL: Someone likes you so much they set you up financially. Increase any military rank by one.
- 7 ACCIDENT OR INJURY: You were seriously hurt. -4 to all Social Skill Rolls involving seduction. +4 to all Social Skill Rolls involving intimidation.
- 8 HUNTED: You are one of the most wanted people out there and for all the wrong reasons. You always have to look over your back.
- 9 MENTAL OR PHYSICAL ILLNESS: You suffer from some health issue that is not as noticeable. Player may pick. Mental: -2 to Social Skill Rolls, Physical: -2 to CONSTITUTION Rolls.
- 10 EMOTIONAL LOSS: You lost someone you cared about a lot. 1-3 Accident, 4-7 Murdered, 8-10 Committed Suicide.

BACK TO LIFE EVENTS

CURRENT SITUATION

- 1 You Have a Lame Mundane Job
- 2 You're Involved in the Underworld, Criminal or Black Market
- 3 You're Involved in Law Enforcement or Espionage
- 4 You're Involved in Government or Other Administrative Duties
- 5 You're Just Hanging Out Without a Job
- 6 You're Involved in Business or High Finance
- 7 You're a Freelancer, Working for Yourself
- 8 You're Involved in Craftwork or Construction
- 9 You're Involved in Research or Scientific Study
- 10 You're Involved Heavily in the Military.

NEXT: CURRENT OUTLOOK

CURRENT OUTLOOK

- 1 I Hate My Life, But I Can't Change It
- 2-3 My Life is Crazy and Out of Control
- 4-5 I Crave More Adventures and Thrills
- 6-7 I Crave More Romance and Passion
- 8 I Crave More Money and Power
- 9-10 Life Rocks!

NEXT: THE SHIT



THE SHIT

- 1 You're not in it....yet
- 2 You Got Splattered With Xmorph Blood and didn't tell anyone. Roll 1d10:
1-5 You are immune, but you can spread it through fluid contact (see Xmorph Infection Rules in Xmorph Section), 6-10: You are infected, but the mutation is slow moving as long as you don't enter hyperspace.
- 3 You Sold Military Secrets to MORDUM
- 4 You Didn't Share Valuable Intel with Your Superiors and You Got People Killed. Watch Your Back.
- 5 You are a GCC Sympathizer. You Have Helped Them Sabotage Vital UEU Missions.
- 6 On Your Last Mission You Killed Someone in Your Company.
- 7 You Fragged a Superior Officer and Didn't Get Caught.
- 8 You Killed a Shadow Guard trooper. Now They Want Revenge!
- 9 You Witnessed an Hbot Dissecting a Dead Human on the Battlefield and Recorded It. Watch Your Back Around Hbot Allies.
- 10 You Allowed Your Teammates to Die When You Could Have Rescued Them. No One Trusts You and Don't Expect Anyone to Save Your Ass.

THE END

