

# Terra Incognita Random Character Generator

For those who miss the clatter of dice during the character creation process, the NAGS Society gives you the *Terra Incognita* Random Character Generator. Use it when you need a quick character, when you don't have any ideas and want to let fate make the choices, or when you desire interesting and unexpected trait combinations. Old-school players might actually crave the challenge of using a randomly generated character.

To use the Generator, you will need a d4, d6, d8, d10, d12, and d20. (If you're reading about random character generation, however, I'm willing to bet you own polyhedral dice.) This system is based upon the 5 point Fudge character creation system described in *Terra Incognita: The NAGS Society Handbook*. See also the *Terra Incognita* website at [www.nagsociety.com](http://www.nagsociety.com).

## Roll for skill point distribution

Roll a d6 on the following table to determine the character's skill point distribution.

- (1) 4, 1
- (2) 3, 2
- (3) 3, 1, 1
- (4) 2, 2, 1
- (5) 2, 1, 1, 1
- (6) 1, 1, 1, 1, 1

## Roll for specific skills

The next step is to roll for your character's skill groups and particular skills. Refer to the Skill Groups and Skills tables on the following page. For each skill point, roll a d8 to determine the particular skill group (re-rolling all duplicate results). Then roll a d10 or d12 for the specific skills within each group (re-rolling all duplicate results). When rolling to spend one or two points in a group, roll first for Broad or Narrow focus. The tables below indicate how many times to roll according to the number of skill points.

### One Point

- (1-3) Broad focus**
  - Roll 3 Fair skills
  - Roll 1 Mediocre skill
- (4-6) Narrow focus**
  - Roll 1 Good skill
  - Roll 1 Mediocre skill

### Three points

- Roll 1 Great skill
- Roll 3 Good skills
- Roll 4 Fair skills

### Two points

- (1-3) Broad focus**
  - Roll 2 Good skills
  - Roll 4 Fair skills
- (4-6) Narrow focus**
  - Roll 1 Great skill
  - Roll 1 Good skill
  - Roll 1 Fair skill

### Four points

- Roll 1 Superb skill
- Roll 2 Great skills
- Roll 3 Good skills
- Roll 3 Fair skills



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## Skill Groups and Skills

### (1) Athletic Skills

- |                |                         |
|----------------|-------------------------|
| (1) Acrobatics | (7) Riding              |
| (2) Boating    | (8) Running             |
| (3) Camouflage | (9) Survival (specific) |
| (4) Climbing   | (10) Swimming           |
| (5) Diving     | (11) Throwing           |
| (6) Jumping    | (12) Tracking           |

### (2) Combat Skills

- |                        |                             |
|------------------------|-----------------------------|
| (1) Acrobatics         | (7) Melee Weapon (specific) |
| (2) Archery            | (8) Quick Draw              |
| (3) Blowgun            | (9) Tactics                 |
| (4) Dodge              | (10) Thrown Weapon          |
| (5) Firearm (specific) | (11) Traps                  |
| (6) Heavy Weapons      | (12) Unarmed Combat         |

### (3) Investigation Skills

- |                  |                    |
|------------------|--------------------|
| (1) Camouflage   | (7) Photography    |
| (2) Discern      | (8) Stealth        |
| (3) Disguise     | (9) Surveillance   |
| (4) Forgery      | (10) Tracking      |
| (5) Legerdemain  | (11) Traps         |
| (6) Lock Picking | (12) Ventriloquism |

### (4) Knowledge Skills

- |                               |                             |
|-------------------------------|-----------------------------|
| (1) Academic (specific)       | (7) Religion (specific)     |
| (2) Area Knowledge (specific) | (8) Language (specific)     |
| (3) Cartography               | (9) Medical (mod. or trad.) |
| (4) Computing                 | (10) Profession (specific)  |
| (5) Familiarity (specific)    | (11) Research               |
| (6) History (specific)        | (12) Science (specific)     |

### (5) Outré Skills

- |                   |                  |
|-------------------|------------------|
| (1) Computing     | (7) Lock Picking |
| (2) Cryptography  | (8) Meditation   |
| (3) Cryptohistory | (9) Occult       |
| (4) Cryptozoology | (10) Research    |
| (5) Gadgeteer     | (11) Thanatology |
| (6) Hypnotism     | (12) Toxicology  |

### (6) Social Skills

- |               |                   |
|---------------|-------------------|
| (1) Bargain   | (7) Interrogate   |
| (2) Diplomacy | (8) Oratory       |
| (3) Discern   | (9) Persuade      |
| (4) Dissemble | (10) Savoir-Faire |
| (5) Etiquette | (11) Surveillance |
| (6) Flirt     | (12) Wit          |

### (7) Technical Skills

- |                        |                          |
|------------------------|--------------------------|
| (1) Communications     | (6) Mechanic             |
| (2) Computing          | (7) Navigation           |
| (3) Demolitions        | (8) Parachute/Paraglider |
| (4) Driving (specific) | (9) Photography          |
| (5) Gadgeteer          | (10) Pilot (specific)    |

### (8) Vocation Skills

- |                      |                            |
|----------------------|----------------------------|
| (1) Animal Handling  | (7) Legerdemain            |
| (2) Animal Training  | (8) Mechanic               |
| (3) Art (specific)   | (9) Photography            |
| (4) Craft (specific) | (10) Profession (specific) |
| (5) Gambling         | (11) Stage Magic           |
| (6) Games (specific) | (12) Trade (specific)      |

## Notes

You still need to select specific concentrations for many skills such as Area Knowledge, Pilot, &c.

This system does not take into account any trading of skills and does not include a General Skills Point.

Refer to *Terra Incognita: The NAGS Society Handbook* for descriptions of all skills

You can also try the **Terra Incognita** Online Random Character Generator at

[http://www.nagsociety.com/resources/TI\\_Random\\_CharGen.htm](http://www.nagsociety.com/resources/TI_Random_CharGen.htm).



# Terra Incognita Random Character Generator

## Roll for Gifts and Faults

Roll two Gifts and two Faults for your character, re-rolling duplicates and mutually exclusive gifts and faults (such as Combat Reflexes and Combat Paralysis). To use the tables, roll a d6 (the first number) and a d4 (the second).

Gifts	Faults
(1, 1) Absolute Direction	(1, 1) Absent Minded
(1, 2) Acute Memory	(1, 2) Addiction
(1, 3) Acute Sense	(1, 3) Blunt and Tactless
(1, 4) Alertness	(1, 4) Combat Paralysis
(2, 1) Ambidexterity	(2, 1) Compulsion
(2, 2) Animal Empathy	(2, 2) Cowardice
(2, 3) Attractive	(2, 3) Curious
(2, 4) Charisma	(2, 4) Damage Prone
(3, 1) Combat Reflexes	(3, 1) Dependent
(3, 2) Common Sense	(3, 2) Deprived Upbringing
(3, 3) Contacts	(3, 3) Favors Owed
(3, 4) Cultural Adaptability	(3, 4) Mental Challenge
(4, 1) Damage Resistance	(4, 1) Nemesis
(4, 2) Danger Sense	(4, 2) Obsession
(4, 3) Favors Due	(4, 3) Pain Intolerant
(4, 4) Intuition	(4, 4) Phobia
(5, 1) Knack	(5, 1) Physical Challenge
(5, 2) Luck	(5, 2) Quixotic
(5, 3) Pain Tolerance	(5, 3) Reputation
(5, 4) Perfect Timing	(5, 4) Secret
(6, 1) Privileged Upbringing	(6, 1) Show-off
(6, 2) Rapid Healing	(6, 2) Temper
(6, 3) Roll again	(6, 3) Unattractive
(6, 4) Roll again	(6, 4) Unlucky

## Roll for Attributes

Attributes are difficult to generate randomly. The core rules for *Terra Incognita* set no limits for attributes aside from the initial two free levels. To simplify the matter, the Random Character Generator uses a table with Fair as the most common result.

Generate each Attribute (Perception, Reasoning, Resolve, Strength, Dexterity, and Vigor) by rolling 2d6 to determine the level. Assign the levels in any order you desire.

(2)	Terrible
(3)	Poor
(4)	Mediocre
(5)–(9)	Fair
(10)	Good
(11)	Great
(12)	Superb

## An Example

To illustrate the use of the Generator, we will roll up a sample *Terra Incognita* character.

1. First we roll a d6 for skill point distribution, resulting in 2. Checking the table, we see that we will spend 3 points in one skill group and 2 points in another for a total, as always, of five.
2. The next step is to roll for skill groups and specific skills. We roll d8 to determine our first skill group (6): Social Skills To spend three points in Social skills we must roll one Great, three Good, and four Fair skills. We break out the d12 and get rolling, re-rolling all duplicates. The result:

Flirt: Great  
Surveillance: Good  
Dissemble: Good  
Interrogate: Good  
Bargain: Fair  
Oratory: Fair  
Discern: Fair  
Savoir-Fair: Fair

Now we'll spend two points. The d8 tumbles and we get a 2: Combat skills. Two points can be broadly or narrowly focused. A quick d6 roll (6) determines we now need to roll 2 narrowly-focused points in Combat skills. Again with the d12:

Unarmed Combat: Great  
Thrown Weapons: Good  
Quick Draw: Fair

3. Rolling for Gifts and Faults is fairly straightforward. Grabbing d6 and d4, we roll (1,4): Alertness and (3, 4): Cultural Adaptability for our Gifts, and (2,1): Compulsion and (1,2): Addiction for our Faults.
4. To finish up, we roll 2d6 six times for Attributes: (6: Fair, 6: Fair, 9: Fair, 10: Good, 5: Fair, 7: Fair). An average lot, we decide to assign them thus:

Perception: Good                      Strength: Fair  
Reasoning: Fair                        Dexterity: Fair  
Resolve: Fair                            Vigor: Fair

# Terra Incognita Random Character Generator

Employing the standard format found in *Terra Incognita: The NAGS Society Handbook*, here is our new randomly-generated character:

## Attributes:

Perception: Good  
Reasoning: Fair  
Resolve: Fair  
Strength: Fair  
Dexterity: Fair  
Vigor: Fair

## Gifts:

Alertness  
Cultural Adaptability

## Faults:

Addiction  
Compulsion

## Skills:

— *Social Skills: 3 pts.* —

Flirt: Great  
Surveillance: Good  
Dissemble: Good  
Interrogate: Good  
Bargain: Fair  
Oratory: Fair  
Discern: Fair  
Savoir-Fair: Fair

— *Combat Skills: 2 pts. (narrow focus)* —

Unarmed Combat: Great  
Thrown Weapons: Good  
Quick Draw: Fair

**Story:** While I was rolling, I began to get an image of this Nag's character. Potent Social skills combined with Unarmed Combat prowess suggest a cinematic Mata Hari or Lola Montez type. I envision a woman who uses her Alertness and Cultural Adaptability along with Great skill in Flirting and Dissembling to infiltrate social gatherings or rival organizations in search of vital information. Urban adventures are her forte, though she also feels at home in those Agatha Christie-style weekends in the country. Her combat skills — Quick Draw and Thrown Weapon — even suggest a stylish new Nag Tech device: Stiletto Heels.

**Equipment:** Numerous changes of stylish clothing, steamer trunk, high-powered opera glasses, electric torch, vial of laudanum (for emergencies).

**Nag Tech Gadget: Stiletto Heels.** These fashionable boots of supple Spanish leather are secured by innumerable buttons. The risqué six inch heels actually serve as the pommels of two wickedly sharp stilettos, each balanced for throwing and coated with a sleeping draught. Wounds inflicted by the stiletto can send the victim into deep sleep for one hour, though a particularly Resolved victim can avoid this effect (refer to the following table):

Wounds	Effect
Scratch	Fair or better Resolve roll to avoid sleep
Hurt	Good or better Resolve roll to avoid sleep
Very Hurt	Great or better Resolve roll to avoid sleep
Incapacitated	Victim sleeps for one hour

**Glitches:** Worn leather in boot allows blade to cut wearer's heel when drawn—wearer needs roll Good or better Resolve to avoid sleep; blade is bent, -1 when thrown; sleeping draught evaporated but blade damages as normal; perspiration and body heat combine with draught to create unexpected effect in victim. For example, roll a Fudge die: (–) sleep for 8 hours, (0) no effect, (+) stimulant: +1 to all skills for one hour.



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