Player characters in GODLIKE receive 20 dice worth of “elective” skills to go with their commando training. This tool randomizes that. It assigns elective skills based on character background elements. The backgrounds are based on census data for American males before World War II. Adjust to suit other kinds of characters.

To use the generator, roll five dice. Each matching set indicates an occupational background. Each unmatched or “loose” die indicates a dedicated hobby or inclination. A character with no matching sets never settled into a traditional career.

A beginning character cannot have more dice in a skill than dice in the associated stat. If you wind up with a skill that’s too high, put the excess dice wherever you like.

Unless an entry says otherwise, the occupation entries are not cumulative. Use only the line for the width of your set.

GODLIKE: One Roll Skill Generator

Matching Dice: Occupations

HEIGHT 1-3: FARMER, FORESTER OR MINER
2x: Endurance 1, Climbing 1 or Riding 1, Driving 1, Mental Stability 1, Navigation (Land) 1, Rifle 1, Stealth 1, Sight 1
3x: Endurance 1, Climbing 1 or Riding 1, Driving 1, First Aid 1, Mental Stability 2, Mechanics 1, Navigation (Land) 1, Rifle 1, Stealth 1, Sight 2
4x: Endurance 1, Climbing 2 or Riding 2, Driving 2, First Aid 1, Hearing 1, Leadership 1, Mental Stability 2, Mechanics 1, Navigation (Land) 1, Rifle 1, Stealth 1, Sight 2
5x: Endurance 1, Climbing 2 or Riding 2, Driving 2, First Aid 1, Hearing 2, Leadership 2, Mental Stability 2, Mechanics 2, Navigation (Land) 2, Rifle 1, Stealth 1, Sight 2

HEIGHT 4-6: MECHANICAL OR FACTORY WORKER
2x: Dodge 1, Driving 1, Endurance 1, Hearing 1, Mechanics 2, Mental Stability 1, Smell 1
3x: Bluff 1, Dodge 2, Driving 1, Endurance 2, Hearing 1, Mechanics 2, Mental Stability 1, Smell 1
4x: Bluff 1, Dodge 1, Driving 2, Endurance 2, Electronics 1, First Aid 1, Hearing 2, Mechanics 2, Mental Stability 2, Smell 1
5x: Bluff 1, Dodge 2, Driving 2, Endurance 2, Electronics 2, First Aid 1, Hearing 2, Leadership 2, Mechanics 2, Mental Stability 2, Smell 2

HEIGHT 7: CLERK, WAITER, CHAUFFEUR OR BUTLER
2x: Driving 2 or Education 2, Hearing 2, Lie 2, Stealth 2
3x: Bluff 1, Driving 2 or Education 2, First Aid 1, Hearing 2, Lie 2, Stealth 2

HEIGHT 8: PUBLIC SERVANT OR PROFESSIONAL
Examples: Schoolteacher, police officer, firefighter, accountant, lawyer, doctor, politician.
2x: (Firefighter) Climbing 2, Driving 1, Endurance 2, First Aid 2, Mental Stability 1
2x: (Medical Professional) Education 2, First Aid 2, Language 2, Medicine 2
2x: (Police Officer) Brawl 2, Driving 1, Intimidation 2, Law 1, Mental Stability 1, Pistol 1
2x: (White-Collar Professional) Education 2, Language 2, Law 2, Lie 2
3x: As 2x plus Bluff 1, Inspire 1, Language 1, Leadership 1
4x: As 2x plus Bluff 2, Inspire 2, Language 2, Leadership 2
5x: As 2x plus Bluff 2, Inspire 2, Languages 4, Leadership 2, Mental Stability 2

HEIGHT 9: DRIVER OR DISPATCHER
2x: Driving 2, Electronics 1, Hearing 1, Mechanics 1, Navigation (Land) 1, Radio Operator 1, Sight 1
3x: Driving 2, Electronics 1, Hearing 1, Mechanics 2, Navigation (Land) 2, Radio Operator 2, Sight 2
4x: Bluff 1, Driving 2, Electronics 2, Language 1, Mechanics 2, Mental Stability 1, Navigation (Land) 2, Radio Operator 2, Sight 2
5x: Bluff 2, Driving 2, Electronics 2, Hearing 2, Language 2, Mechanics 2, Mental Stability 2, Navigation (Land) 2, Radio Operator 2, Sight 2

HEIGHT 10: SHOPKEEPER OR SALESMAN
2x: Bluff 1, Driving 1, Health 1, Hearing 1, Inspire 2, Leadership 1, Lie 1
3x: Bluff 1, Driving 1, Electronics 1, Health 1, Hearing 1, Inspire 2, Leadership 1, Language 2, Lie 1, Mechanics 1
4x: Bluff 1, Driving 1, Electronics 1, Health 1, Hearing 1, Inspire 2, Leadership 2, Language 2, Lie 2, Mechanics 1, Taste 2
5x: Bluff 2, Driving 1, Electronics 1, Health 2, Hearing 1, Inspire 2, Leadership 2, Language 4, Mechanics 1, Lie 2, Taste 2

Loose Dice: Inclinations

1) ATHLETE: Athletics +2, Health +1, Run +1
2) BRAWLER: Brawl +1, Intimidation +1, Knife-Fighting +1, Mental Stability +1
3) GOOD SAMARITAN: First Aid +2, Inspire +1, Medicine +1
4) GREASE MONKEY: Driving +1, Hearing +1, Electronics +1, Mechanics +1
5) LADIES’ MAN: Inspire +1, Lie +1, Seduction +2
6) LEADER: Inspire +1, Leadership +2, Mental Stability +1
7) OUTDOORSMAN: Navigation (Land) +1, Rifle +1, Sight +1, Stealth +1
8) PERFORMER: Inspire +2, Perform +2
9) PILOT, SAILOR, OR CRIMINAL: (Pilot or Sailor) Pilot +2 or Sailing +2, Navigation (Sea/Air) +2; (Criminal) Bluff +1, Knife-Fighting +1 or Pistol +1, Lie +1, Stealth +1
10) SWIMMER: Swimming +2, Endurance +1, Health +1

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