GODLIKE: One Roll Skill Generator

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.

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 2, Smell 1

4x: Bluff 1, Dodge 1, Driving 2, Endurance 2, Electronics 1, First Aid 1, Hearing 2, Mechanics 2, Mental Stability 2, Smell 2

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, Mental Stability 1, Navigation (Land) 1, Stealth 2

4x: Bluff 2, Driving 2 *or* Education 2, First Aid 1, Hearing 2, Language 2, Lie 2, Mental Stability 1, Navigation (Land) 2, Stealth 2

5x: Bluff 2, Driving 2 *or* Education 2, Electronics 1, First Aid 1, Hearing 2, Language 4, Lie 2, Mechanics 1, Mental Stability 1, Navigation (Land) 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, Hearing 1, 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