

GENETIC CHARACTER GENERATION

By Steven J. Ege, based upon notes by Robert Doyel

This method of character generation for Castles & Crusades is designed to provide a more “genetic” way of generating a character’s attributes. It is based upon the idea of Punnet square genetics, in which the possible offspring of two parents are determined by a matrix with the possible choices, those choices influencing each other. For our purposes though, we’re only going to have the character attributes influence themselves. Below are the Punnet squares for the six attributes and their possible outcomes.

TABLE 1: PUNNET SQUARES FOR ATTRIBUTES

STR		DEX		CON				
	S	s	D	d	C	c		
S	SS	Ss	D	DD	Dd	C	CC	Cc
s	sS	ss	d	dD	dd	c	cC	cc

INT		WIS		CHA				
	I	i	W	w	K	k		
I	II	Ii	W	WW	Ww	K	KK	Kk
i	Ii	ii	w	Ww	ww	k	Kk	kk

The Punnet square indicates the likelihood of the character having a given genotype. The possible outcomes for each attribute are as follows: a 25% chance of AA, 50% chance of Aa, and a 25% chance of aa. AA is dominant, Aa is neither dominant or recessive, and aa is recessive. The probability spread can be simulated by rolling 1d4 for each attribute and consulting Table 2 below.

TABLE 2: ATTRIBUTE DETERMINATION

ROLL	STR	DEX	CON	INT	WIS	CHA
1	SS	DD	CC	II	WW	KK
2-3	Ss	Dd	Cc	Ii	Ww	Kk
4	ss	dd	cc	ii	ww	kk

The player may choose the order in which to roll for his attributes. Prime attributes are determined based on the order in which the attributes were rolled, as well as by the die roll. The player will need to decide whether the character is human or demi-human, as this affects primes.

- **Dominant (Die roll of 1):** Attribute score is generated using 1d6+12. Attribute is automatically prime.
- **Average (Die roll of 2 or 3):** Attribute score is generated using 2d6+6. Attribute is prime if there are no Dominant attributes available. In all cases, a die roll of 2 will be made prime before a die roll of 3.
- **Recessive (Die roll of 4):** Attribute score is generated using 3d4. Attribute is prime only if there are no Dominant or Average attributes available.

After generating the attributes, character generation follows the Players Handbook.

CHARACTER GENERATION EXAMPLE

David decides to roll up his character’s attributes in the following order: dexterity, intelligence, wisdom, charisma, constitution, and strength. He then rolls 1d4 for each attribute in the order he chose. He gets the following results:

- Dexterity = 2
- Intelligence = 3
- Wisdom = 1
- Charisma = 4
- Constitution = 2
- Strength = 3

Based on the 1d4 rolls above, David will now determine which attributes are prime, and the die roll to generate them. Placing the attributes in order of the die result, lowest to highest, David sees the following:

- Wisdom = 1
- Dexterity = 2
- Constitution = 2
- Intelligence = 3
- Strength = 3
- Charisma = 4

At this point, David needs to decide whether his character is going to be a human or demi-human because his choice will affect the number of attributes he has that will be prime. If he elects to make the character human, he would receive three primes. Looking at the list above, those three attributes would be wisdom, dexterity, and constitution. If David elects to make the character a demi-human, only the wisdom and dexterity would be prime. Constitution in this case would not be prime because David chose to roll for his dexterity before his constitution.

David now determines the actual scores for the attributes based on whether the attribute is dominant, average, or recessive, and ends up with the following:

- **Strength:** 2d6+6, rolls 6, 3 for result of 15
- **Dexterity:** 2d6+6, rolls 6, 5 for result of 17 (Prime)
- **Constitution:** 2d6+6, rolls 4, 3 for result of 13 (Prime if Human)
- **Intelligence:** 2d6+6, rolls 3, 2 for result of 11
- **Wisdom:** 1d6+12, roll 4 for result of 16 (Prime)
- **Charisma:** 3d4, roll 4, 3, 3 for result of 10

Having generated the character’s attributes, David can now select a class and a race, if he didn’t already select human in order to receive the extra prime.

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