

OPTIONAL RULE

Random Character Creation

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When All Else Fails, Roll Dice!

Pretend you're a member of the writing staff for a comic book company and one of your fellow writers needs an idea for a new hero. What do you do?

Roll dice of course.

Well, likely not, but for **CC&VF**, that is what you can do if you want to throw some Gygaxian craziness into your game, or maybe if you are a firm believer in the Gods of Random, or perhaps you have a BIOGENETICIST background and think that what you are born with is what you get, so no more buffet-style superpowers. No picking and choosing optimal solutions. Let the d12s be your guide!

Roll up a random character.

How?

Included in this supplement are twelve tables of Traits. Roll one d12 to determine which chart to roll on (top left), and roll a second d12 to get a Trait:

Trait names are relatively generic, and players (and Editors if they choose to add some random Villains to the mix) are encouraged to rename and personalize them, maybe HEIGHTENED SENSES becomes EXTRASENSORY PERCEPTION or SONAR or FERAL SENSES or CHI-AWARENESS. If you roll the same TRAIT twice, you can either

re-roll or think of a different application for the same Trait. For example, FLIGHT rolled twice becomes FLIGHT and AERIAL COMBAT. Some Traits are vaguely named and their interpretation is very much up to the players. DUPLICATION could be the ability to create multiple selves, the ability to duplicate any material touched or the ability to mimic any physical action... or even power! BODY ALTERATION might be the ability to transform into a 9 feet tall plaid gorilla, the ability to grow new limbs or the ability to turn oneself into stone.

Also included are twelve more plug-and-play templates; four of them for each suggested Design Point total (100, 150, 200 points).

Grab a plug-and-play template from here or from the core book and roll up some Traits. Do you have to put the Traits on your sheet in order? No. But you can certainly do so in order to get the whole "old-school" roll-your-stats-in-order vibe.

Come up with a catchy name and design a colorful costume (contrasting colors are encouraged, as are colors that have nothing to do with your theme -- and while you're at it, throw some random Jack Kirby-style circles on your costume too).

Now you are ready to be super *and* heroic!

Random Trait Tables

Random Traits		
1st D12:	2nd D12:	Trait:
1	1	ACROBATIC
	2	ADAPTABLE
	3	ADAPTATION
	4	ADRENALINE
	5	AGILE
	6	ALIEN RACE
	7	ALTERNATE FORM
	8	ALTERNATE MOVEMENT
	9	ALWAYS HAS A PLAN
	10	ANCIENT TRAINING
	11	ANIMAL COMPANION
	12	ANIMAL POWERS
2	1	AQUATIC POWERS
	2	ARCANE POWERS
	3	ARSENAL
	4	ASTRAL FORM
	5	ASTRONAUT/PILOT
	6	AURA OF FEAR
	7	BATTLE ARMOR
	8	BATTLE FURY
	9	BIG GUN or BLASTER
	10	BLAST
	11	BODY ALTERATION
	12	BODY ARMOR

Random Traits		
1st D12:	2nd D12:	Trait:
3	1	BODYMORPH
	2	BRAWLER
	3	BREAK THE 4TH WALL
	4	BRUTAL
	5	CATCHPHRASE
	6	CLAWS
	7	COSTUME
	8	CRIMEFIGHTER
	9	CROSS-DIMENSIONAL and/or TEMPORAL TRAVEL
	10	DANGER SENSE
	11	DANGEROUS
	12	DAREDEVIL
4	1	DEDICATED
	2	DENSITY CONTROL
	3	DETECTIVE
	4	DETERMINED
	5	DEXTERITY
	6	DIGGING
	7	DOCTOR
	8	DUPLICATION
	9	EAGER
	10	EDUCATED
	11	EFFECTIVE FIGHTER
	12	ELEMENTAL CONTROL

Random Traits		
1st D12:	2nd D12:	Trait:
5	1	ELEMENTAL AURA
	2	ELEMENTAL POWERS
	3	EMOTION CONTROL
	4	ENDURANCE
	5	ENERGY CONTROL
	6	ESP
	7	EXTRA BODY PARTS
	8	EXTREME
	9	FANBOY/FANGIRL
	10	FAST
	11	FEARLESS
	12	FINISHING MOVE
6	1	FLIGHT
	2	FORCE CONSTRUCTS
	3	FORCE FIELD
	4	FROM ANOTHER TIME
	5	GADGETEER/INVENTOR
	6	HACKER
	7	HANDSOME/BEAUTIFUL
	8	HEIGHTENED SENSES
	9	ICON
	10	ILLUSIONS
	11	IMMUNITY
	12	IMPROVISER

Random Traits		
1st D12:	2nd D12:	Trait:
7	1	INDOMITABLE SPIRIT
	2	INFLUENTIAL
	3	INTELLIGENT
	4	INVISIBILITY
	5	INVULNERABILITY
	6	KUNG-FU
	7	LEADERSHIP
	8	LEAPING
	9	MAGIC SPELLS
	10	MAGIC WEAPON
	11	MARTIAL ARTS
	12	MEDIA STAR
8	1	METHODICAL
	2	MYSTICALLY EMPOWERED
	3	MYTHICAL ARTIFACT
	4	NATURAL ARMOR
	5	NERDY
	6	NINJA
	7	NON-CORPOREALNESS
	8	NOT TAKEN SERIOUSLY
	9	OLYMPIC ATHLETE
	10	OPTIMISTIC
	11	PERCEPTIVE
	12	PLANT POWERS

Random Traits		
1st D12:	2nd D12:	Trait:
9	1	PLASTICITY
	2	POPULAR
	3	PRECOGNITION
	4	PREHENSILE TAIL
	5	PROBABILITY CONTROL
	6	PROFESSOR/STUDENT
	7	PSYCHIC
	8	PSYCHIC SHIELD
	9	QUICK LEARNER
	10	READS THE SITUATION WELL
	11	RECKLESS
	12	REGENERATION
10	1	RESISTANCE
	2	RESPECTED
	3	RHODES SCHOLAR
	4	ROBOTIC/CYBERNETIC OR ENHANCEMENTS
	5	SARCASTIC
	6	SCIENTIST
	7	SECRET FIGHTING STYLE
	8	SECRET LAIR/HQ
	9	SHAPECHANGE
	10	SHIELD
	11	SIDEKICK
	12	SIGNATURE MOVE

Random Traits		
1st D12:	2nd D12:	Trait:
11	1	SIZE CHANGE
	2	SOLDIER
	3	SONIC POWERS
	4	SORCERY
	5	STEALTHY
	6	STRONG
	7	SUPERSPEED
	8	SWINGING
	9	TECHNOKINESIS
	10	TELEPORTATION
	11	THE CHOSEN ONE
	12	TOOL KIT
12	1	TOUGH
	2	TRAINED BY MONKS
	3	TRANSFORMATION
	4	TRANSPORTATION (skateboard, motor-cycle, jetpack, etc.)
	5	UNIVERSALLY DEADLY
	6	UTILITY BELT
	7	VETERAN
	8	VISION
	9	WALL-CRAWLING
	10	WELL-RESPECTED
	11	WINGS
	12	WITTY QUIPS

D12:	Energy Source:	D12:	Energy Source:
1	ACID	7	MAGNETIC
2	DEATH	8	NEGATIVE ENERGY
3	EARTH/ROCK	9	NUCLEAR
4	FIRE	10	SHADOW
5	GAS	11	SOLAR
6	ICE	12	WATER

100 POINT TEMPLATE

- Allocate Auto-Defend to any Trait (3 points)
- Add 1 Situational Boost to any Trait (2 points)

TRAIT _____ 9 (3/2/1)

- Link +5
- Fickle (32 points)

TRAIT _____ 7 (1/1/1)

- Link +3 (22 points)

TRAIT _____ 5 (1/2/3)

- Link +3 (22 points)

TRAIT _____ 4 (1/1/1)

(8 points)

TRAIT _____ 3 (1/2/3)

- Link +1 (11 points)

100 POINT TEMPLATE

- Allocate Auto-Defend to any Trait (3 points)

TRAIT _____ 15 (1/2/3)

- Fickle
- Only When the Chips Are Down (45 points)

TRAIT _____ 5 (1/1/1)

- Link +3 (18 points)

TRAIT _____ 4 (1/1/1)

- Link +1 (10 points)

TRAIT _____ 4 (1/2/3)

- Link +1 (12 points)

TRAIT _____ 4 (3/2/1)

- Link +1 (12 points)

100 POINT TEMPLATE

- Allocate Auto-Defend to any Trait (3 points)
- Allocate 1 Versatile slot to any Trait (3 points)

TRAIT _____ 5 (1/1/1)

- Link +3 (18 points)

TRAIT _____ 5 (1/1/1)

- Link +3 (18 points)

TRAIT _____ 5 (1/2/3)

- Link +3 (22 points)

TRAIT _____ 5 (3/2/1)

- Link +3 (22 points)

TRAIT _____ 2 (1/2)

- Link +1 (7 points)

TRAIT _____ 2 (2/1)

- Link +1 (7 points)

100 POINT TEMPLATE

- Allocate Auto-Defend to any Trait (3 points)

TRAIT _____ 7 (1/2)

- Link +3 (20 points)

TRAIT _____ 7 (2/1)

- Link +3 (20 points)

TRAIT _____ 5 (1/2)

- Link +3 (16 points)

TRAIT _____ 5 (2/1)

- Link +3 (16 points)

TRAIT _____ 5 (1/1/1)

- Link +3 (18 points)

TRAIT _____ 3 (1/1)

- Link +1 (7 points)

150 POINT TEMPLATE

- Allocate Auto-Defend to any Trait (3 points)
- Allocate 2 Versatile slots (6 points)

TRAIT _____ 15 (1)
 • Only When the Chips Are Down
 (35 points)

TRAIT _____ 9 (1/2/3)
 • Link +5 (40 points)

TRAIT _____ 7 (3/2/1)
 • Link +3 (26 points)

TRAIT _____ 5 (1/2/3)
 • Link +3 (22 points)

TRAIT _____ 5 (1/1/1)
 • Link +3 (18 points)

150 POINT TEMPLATE

- Allocate Auto-Defend to any Trait (3 points)

TRAIT _____ 18 (2/1)
 • Only When the Chips Are Down
 • Situational Boost +2
 (61 points)

TRAIT _____ 9 (1/2/3)
 • Link +3 (40 points)

TRAIT _____ 8 (1/1/1)
 • Link +3 (24 points)

TRAIT _____ 5 (3/2/1)
 • Link +3 (22 points)

150 POINT TEMPLATE

- Allocate Auto-Defend to any Trait (3 points)

TRAIT _____ 9 (2/1)
 • Only When the Chips Are Down
 • Situational Boost +2
 • Link +5 (25 points)

TRAIT _____ 9 (1/1/1)
 • Link +5 (34 points)

TRAIT _____ 7 (1/2/3)
 • Link +3 (26 points)

TRAIT _____ 7 (1/1/1)
 • Link +3 (22 points)

TRAIT _____ 5 (3/2/1)
 • Link +3 (22 points)

TRAIT _____ 4 (1/2/3)
 • Link +1 (12 points)

TRAIT _____ 1 (2/1)
 • Link +1 (6 points)

150 POINT TEMPLATE

- Allocate Auto-Defend to any Trait (3 points)
- Allocate a Situational Boost to any Trait (2 points)

TRAIT _____ 12 (1/1/1)
 (40 points)

TRAIT _____ 9 (1/1/1)
 • Link +5 (34 points)

TRAIT _____ 9 (1/2)
 • Link +5 (31 points)

TRAIT _____ 5 (3/2/1)
 • Link +3 (22 points)

TRAIT _____ 3 (1/1/1)
 • Link +1 (9 points)

TRAIT _____ 1 (1/2/3)
 • Link +1 (9 points)

200 POINT TEMPLATE

- Allocate Auto-Defend to any Trait (3 points)

TRAIT _____ 12 (1/2/3)
• Link +5 (52 points)

TRAIT _____ 12 (1/1/1)
(40 points)

TRAIT _____ 9 (1/1/1)
• Link +5 (34 points)

TRAIT _____ 9 (2/1)
• Link +5 (31 points)

TRAIT _____ 7 (1/1/1)
• Link +3 (22 points)

TRAIT _____ 5 (1/1/1)
• Link +3 (18 points)

200 POINT TEMPLATE

- Allocate Auto-Defend to any Trait (3 points)
- Allocate 3 Versatile slots (9 points)
- Allocation one Situational Boost (2 points)

TRAIT _____ 17 (1/1/1)
(65 points)

TRAIT _____ 9 (3/2/1)
• Link +5 (40 points)

TRAIT _____ 9 (1/1/1)
• Link +5 (34 points)

TRAIT _____ 5 (1/1/1)
• Link +3 (18 points)

TRAIT _____ 5 (1/1/1)
• Link +3 (18 points)

TRAIT _____ 3 (1/2/3)
• Link +1 (11 points)

200 POINT TEMPLATE

- Allocate Auto-Defend to any Trait (3 points)
- Allocate 4 Versatile slots, but only up to 3 to any one Trait (12 points)
- Allocate Incapacitate to any Trait (2 points)

TRAIT _____ 9 (1/2/3)
• Link +5 (40 points)

TRAIT _____ 9 (1/1/1)
• Link +5 (34 points)

TRAIT _____ 7 (3/2/1)
• Link +3 (26 points)

TRAIT _____ 7 (1/1/1)
• Link +3 (22 points)

TRAIT _____ 6 (1)
(8 points)

TRAIT _____ 5 (1/2/3)
• Link +3 (22 points)

TRAIT _____ 5 (3/2/1)
• Link +3 (22 points)

TRAIT _____ 1 (1/2/3)
• Link +1 (9 points)

200 POINT TEMPLATE

- Allocate Auto-Defend to any Trait (3 points)
- Allocate Incapacitate to any Trait (2 points)

TRAIT _____ 20 (1/2/3)
• Only When the Chips Are Down (78 points)

TRAIT _____ 9 (3/2/1)
• Link +5 (40 points)

TRAIT _____ 9 (1/1/1)
• Link +5 (34 points)

TRAIT _____ 5 (1/2/3)
• Link +3 (22 points)

TRAIT _____ 5 (1/1/1)
• Link +3 (18 points)

TRAIT _____ 5 (1)
• One-Shot (3 points)