2025/05/20 20:26 1/2 Character Generator

Character Generator



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User Actions

- 1. Introduction Screen
- 2. Enter parameters for system
 - Pre-chosen nodes
 - Genre and Sub Genre
 - Or choose a template for the above
- 3. Choose type of generation
 - Environment generate a setting
 - Nature generate a race or family group
 - Nurture generate events
 - Full character all three from an age range to another age range
- 4. Save or print data

Admin Actions

- Create/edit/delete Node
- Create/edit/delete Template
- · Create/edit/delete controlled vocabulary
- View database problems

Structure

Nodes

- Node ID# (unique identifier)
- Group (How nodes are identified as groups)
 - Genre (fantasy, scifi, modern, historic controlled vocabulary?) Note I'm thinking of having one table per genre as a way to reduce processing.
 - Sub-Genre (low/dark/high/post-apoc etc)
 - Type
 - Environment
 - Nature
 - Nurture
 - Sub-Type
 - Culture, Tech Level, Social, Political, Religious
 - Racial Genetics, Tribal Genetics, Family Genetics

- Birth, Childhood, Adolescence, Adulthood, Middle Age, Old Age
- Sub-Group (for grouping of nodes that doesn't fit the above 4 identifiers, e.g. subgroups)
 - Name of sub-group
- Title (of this node)
- Description (What it does)
- Time (how long it takes to do)
- New (weighted chance of acquiring this node new)
- ++Inherit (weighted chance of acquiring this node from parents/family/society)++ Won't be bothering to implement this to begin with as templates and choosing nodes before random generation should cover it.
- Chance Changes (effects the weighting of other nodes)
 - List of Node IDs, Groups or Sub-Groups
 - List of weighting changes
- Effect Changes (effects the description of other nodes)
 - List of Node IDs, Groups or Sub-Groups
 - List of description changes
- Children (what having this node as a result means which other nodes are then used)
 - List of Node IDs, Groups or Sub-Groups

Templates

- Name of Template
- Genre
- Sub-Genre
- Pre-chosen nodes

From:

https://curufea.com/ - Curufea's Homepage

Permanent link:

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Last update: 2013/06/16 17:19



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