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Random shadowrun character generator

Inspired by the WTF generator that was connected to this thread: I went to github repository and we grabbed a copy of WTFEngine. Then I changed it slightly and settled it with some (currently very little) Shadowrun themed data. The set is very basic, and reads: @streetname, @quirk1 @metatype @archetype of @geo, @quirk3., @streetname, @quirk2 @metatype @archetype of @geo, @quirk3. (The distinction of quirk1 and quirk2 is exclusively from grammatical.) They are pretty self-explanatory, so if anyone has any cool suggestions, throw them into that thread and I'll update it (with credit, of course!) at somewhat regular intervals. As I said, data collection is quite limited at the moment. I didn't just want to rip off WTF's my DnD Character one, and also I didn't want to go too obscured. So give him violets and see if he can help me fill it with more fun and useful information. In the end I would really like to have this very fast I need a cool NPC NOW! Tool for Shadowrun GMs. You can find it here: And three examples of current possible outcomes: Runt, the morally bankrupt Troll Edgerunner of Denver who is unreascied about magic. Sekhmet, the extended Vein Gutter Punk from CalFree, who damages the Corps every opportunity. Gibson, a delusional elf shaman from Pomoria who doesn't believe in magic. (You will need to refresh this several times more than DnD due to a relative lack of data.) Nice! I needed five tries to get a non-stick, but it's a fun little thing. Thanks! I also don't understand why metatypes are so... It's random. (level of mathematical theory based on human experience) It's literally just: Human elf troll Troll Orc But it really seems to be tinged to one over the other sometimes. But... Eh. I think it's a complete randomness for you. I'll have to dig in and see if javascript allows a non-perfect random number generator where there will be slightly more weights to make sure it doesn't happen again. Lemme knows if/when you're happy enough with him, and I'll share the connection around, man. I think it's a good little project and a great start. In fact, I just shared it, at least with people here and on twitter. Give him this weekend to grow with a few more entries, and then keep going. Thanks! Also: Because it is javascript, it works on tablets and smartphones! So GM can keep the bookmark and have a quick, handy source or inspiration at hand, wherever they are. Cool, with it I will hit my twitter and Facebook, maybe I throw a quick thread across on official forums if you want. That sounds cool. But I think for this official forum link you would really prefer to give me two days of settlement entries. I'm thinking of going six. from this, to be honest: Straight 2050s Humorous 2050s Straight 2060s Humorous 2060s Straight 2070s Humorous 2070s Keeping the straight forks free of overly traply quirks (like the likes of dance one) for maximum use for a wide range of GS. Tomorrow, I'm going to start with a general hetero/humorous split and see how that's possible. Then I'll look forward to it. If it seems too much of a bit of a nod, people can just skip entries they don't like. A split on my ears would allow me to bring things like Techs and metatypes and infected and stuff. I am currently writing with a hard-topped 2050/SR2. My ever favorite score is the first one I got: Bishop, a awakened Orc Rigger from Australia who constantly omits from the context quotes of famous philosophers. I can play that game. I'm going to pass this on to my friends and the players at FB. (The nittiest of nitpicks: SR spelling is orc. I'm not sure why.) That sounds cool. But I think for this official forum link you would really prefer to give me two days of settlement entries. No, no. Course. I'm not going to post any links until you're happy with it. I didn't want to do any of them (not just the forum link) until a few days from now. Thanks. So, some kind of first band-aid. Instead, they were metatypes straight up the list: The human elf Troll Ork I turned him into: the metatype: [Leprechaun, Dwarf, Man, Troll, Dwarf, Ork] It should troll and vilenjak relatively occasionally, but that people and orci would not be at the forefront of selection. I've also added quite a few street names (Man, a few years ago they're easier to coma. I'm too afraid to violate the ideas of others to use everything I've inked out... roles, locations (Forgetting two great elves, and adding a few iconic places in addition to the general mention of the nation) and quirks. I also added text to the off-/ ion (click here for a new idea) so people realize that they don't always have to push refresh. At the moment, I'm keeping all gender neutral, but I'm actually discussing the cloning of the quirk list and creating both the female and male versions, and then connecting them to the strings of the right gender. This will make things look more natural and give the illusion of more content. At the moment I'm brainstorming a few more check-outs, a few more here's intro sentences and many, many quirks. That's exactly what he did. To be honest, I'm happier. Last edited: Jan 10, 2015 Page 2 Fixed the orc/ork thing! ... This one always expires. Argh Hah. I just got one of those magical few who just work/. Silence, awakened by Troll Street Mage from Berlin, who thinks that gring and shrug counts as a polite conversation. Also, for serious icky implications when you think of Japan issues with metahumans: Analys: Analys, he's a lab-picked ork fixer from which ghosts somehow hate. Another sweet, short and simple: Carbon, she has awakened Human Adept from the nation's UTE, which has ties to the mystical order. And to round this team, something that works and writes its past: Midnight, she's a human edgerunner who hates drugs from Vladivosh, who has a history with Vory. All right, Critias. Happy enough with it as it is. I will continue to store more data, but the included set is wide enough for general use. If anyone uses this and should encounter the wrong keys or other errors, please specify them here. (And if you have any suggestions for street names, colors, quirks and behaviors, also post them here!) [Edit: After getting some food and playing some more Aria of Sorrow, I will clean up this version of WTFEngine and upload it to github, with a good explanation of how to use it for other games and how to change your style and appearance. So if someone else wants to set one for another game, they will only be able to do so with some very basic text editing. I've done the most minimal work on it, so I'm not going to take any substantial credit. But I will document well.] Last edited: Jan 11, 2015 Thank you! And if anyone wants to know how 2050 is, both Renraku and before the unveiling of universal brotherhood references are there. This is a great party. I have one who has a cat to defend her with his life. Last edited: Jan 11, 2015 The required fixing was fixed. Thanks. Is there any chance of a wod generator? Actually, I was thinking about one for the upcoming Mage20th game, yes. But I'm not sure how to go after that. Something like this: @Name, they @trait @Tradition/convention, which @trait/background is a bit too simple. Maybe something like: @Name, are @trait @Tradition/convention @AreteLevel(Beginning/Adept/...) who @trait/background and who once @noticed the thing they did during the Ascendant War]? And if you want to go full out, you need to create quite a few initial sentences that correspond to the different Splats and which are related to the correct categories. I've got four strings right now. And it's just because of the gender and grammatical forked: @streetname, she@quirk11 @metatype @archetype the @geo who @quirk21. @streetname, she@quirk12 @metatype @archetype the @geo of @quirk21. @streetname, he@quirk11 @metatype @archetype the @geo of @quirk22. @streetname, he@quirk12 @metatype @archetype a @geo from @quirk22. I'm cleaning up the dimension right now, and I should be able to publish it soon, so it's a clean, empty starting point for work. Sorry Guest, you are prohibited from using this forum! SpammersThi ban is not set to expire. THE LATEST VERSION HERE LATEST NIGHTLY BUILD HERE Chummer is a character generator for shadowrun 5th Edition. Not only can you quickly and easily create your own character, but You can also use Chummer during your shading career, to accurately track your Karma, Nuyen, ammo, and everything else all in one place. Chummer also includes support for a number of optional rules and house rules and even includes support for bitters and is useful for players and Game Masters! It also supports four languages: English, French, German and Japanese. Chummer is constantly updated for the bug title and introduces new and interesting features suggested by the community. If you have a bug to report or an idea to suggest, please add a new question request here This project picks up from the projects Chummer and Chummer5, character generator programs for Shadowrun 4th and 5th editions, respectively. A repository for Keith's original code can be found at: and the github repository was created on (Please note, this application is not maintained by the chummer5a team, and exists only for historical purposes.) The warehouse for Adam Schmidt's original code can be found at: and in archival purposes was github repository. Automated pre-release construction is performed by Appveyor and accessible through the Releases page. JetBrains' sponsors have been friendly enough to provide our development team with licenses for their excellent tools Page 2 Watch 85 Star 497 Fork 268 You cannot perform this campaign at this time. You signed in with another tab or window. Reload to refresh the seed. You have unsumoreed in another tab or window. Reload to refresh the seed. We use optional third-party analytics cookies to understand how you use GitHub.com so that we can build better products. More. We use optional third-party analytics cookies to understand how you use GitHub.com so that we can build better products. You can always update your selection by clicking Cookie settings at the bottom of the page. For more information,

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