

# ANDROMEDA 2500

## CHARACTER GENERATION QUICK REFERENCE

### Character Generation: Method I

#### Character's Race:

**Human** AI: +1 PriAtt pt +2 SecAtt pt +1 Enh. pt, **Bionics:** +100 BP, **Mental/Physical Abilities:** +1 Point

<b>Necron</b>	<b>Grimalkin</b>	<b>Andarian</b>	<b>Garian</b>
Infrared Vision	Resistance to Radiation	Immunity to Respiratory Effects	Blending
Subsonic Imaging	Infrared Vision	“Hold Breath” for 30 minutes	Flight
Skill: Figure	Detect Motion	Temperature Resistance	Claws: +1d6 H2H dam
	Skill: Acrobatics	Limited Armor Use	
	Claw: +1d4 H2H dam		

#### Primary Attributes:

Roll 3d6 and discard the lowest roll-place the individual scores on whichever attributes you like.

##### Adjustments to Primary Attributes Due to Character Race

Race	Strength	Intelligence	Endurance	Dexterity
Human	0	0	0	0
Necron	-1	+3	-1	-1
Andarian	+1	-1	+1	-1
Grimalkin	-1	-1	0	+2
Garian	+2	-2	+1	-1

#### Secondary Attributes:

##### **Health**

Roll 4d6 and add your Endurance roll to it.  
Reroll 1's and record the score.

##### **Toughness**

Roll 3d6 and record roll. Reroll 1's.  
Record score on the character sheet.

##### **Accuracy**

Roll 3d6 and reroll 1's. Discard the lowest die roll and record the score.

##### **Defense**

Roll 3d6 and reroll 1's. Discard the lowest die roll and record the score.

##### **Physical Energy**

Roll 4d6 and record roll. Reroll 1's.  
Record score on the character sheet.

##### **Mental Energy**

Roll 4d6 and record roll. Reroll 1's.  
Record score on the character sheet.

##### **Awareness**

Roll 1d6. Reroll 1's, and add your Intelligence score this number and record the score.

##### **Reaction Time**

Roll 2d6 and your Dexterity score on to your roll. Reroll 1's. Record score.

##### Adjustments to Secondary Attributes Due to Character Race

Race	Health	Phys Energy	Ment Energy	Toughness	Accuracy	Defense	Awareness	Reac Time
Human	0	0	0	0	0	0	0	0
Necron	0	-1	+1	-1	-1	-1	+2	+1
Andarian	0	+1	-1	+2	+1	+1	-2	-1
Grimalkin	0	-1	-1	-1	+2	+1	+1	0
Garian	0	-1	-1	+2	0	0	-1	-1

#### General Information:

Choose **Codename**, **Identity**, **Gender**, and **Hand**. **Height**, **Weight**, and **Age** determined below.

##### Height

Roll	Human	Necron	Grimalkin	Andarian	Garian
2-4	1.7/1.5	1.1/1.1	1.8/1.8	1.7/1.8	2.0/1.9
5-7	1.8/1.6	1.2/1.2	1.9/1.9	1.8/1.9	2.1/2.0
8-11	1.9/1.7	1.3/1.3	2.0/2.0	1.9/2.0	2.2/2.1
12	2.0/1.8	1.4/1.4	2.1/2.1	2.0/2.1	2.3/2.2

##### Weight

Roll	Human	Necron	Grimalkin	Andarian	Garian
2-4	60/45	50/50	55/55	115/125	40/35
5-7	70/55	55/55	65/65	120/130	45/40
8-11	82/60	60/60	75/75	125/135	50/45
12	100/80	65/65	80/85	130/140	60/55

Roll	Age				
	Human	Necron	Grimalkin	Andarian	Garian
1	20	80	50	18	30
2	22	85	54	20	32
3	24	90	58	22	34
4	26	95	62	24	36
5	28	100	66	26	38
6	30	105	70	28	40

**Special Abilities:** See the *Character Generation* book.

**Skills:** See the *Character Generation* book.

Race	Starting Number of Skills	Basic Skills
Human	3	Pilot: Basic
Necron	4	Language, Terran & Character's Race
Grimalkin	3	First Aid
Andarian	3	Law, UTF & Interstellar
Garian	2	Weapon Proficiency

**Weapons and Equipment:** See the *Character Generation* book.

## Character Generation: Method II

**Character's Race:** Same as Method I.

**Primary Attributes:** Primary Attribute Points: 14 (for all races)

Attribute	Human	Necron	Grimalkin	Andarian	Garian
Strength	6/12	5/11	5/11	7/13	8/14
Intelligence	6/12	9/15	5/11	5/11	4/10
Endurance	6/12	5/11	6/12	7/13	7/13
Dexterity	6/12	5/11	8/14	5/11	5/11

**Secondary Attributes:** Secondary Attribute Points: 45 (for all races)

Attribute	Human	Necron	Grimalkin	Andarian	Garian
Health	20/36	19/35	20/36	21/37	21/37
Toughness	10/20	9/19	9/19	12/22	12/13
Accuracy	6/13	5/12	8/15	7/14	6/13
Defense	6/13	5/12	7/14	7/14	6/13
Physical Energy	11/25	10/24	10/24	12/26	10/24
Mental Energy	11/25	12/26	10/24	10/24	10/24
Awareness	10/20	12/22	11/21	8/18	9/19
Reaction Time	12/30	13/31	12/30	11/29	11/29

### General Information

Race	Height(M/F)	Weight(M/F)	Average Life Span
Human	1.9/1.7	82/65	100
Necron	1.3/1.3	60/60	200
Grimalkin	2.0/2.0	75/75	150
Andarian	1.9/2.0	125/135	70
Garian	2.2/2.1	50/45	80

**Special Abilities:** Same as Method I.

**Skills:** Same as Method I.

**Weapons and Equipment:** Same as Method I.

**For complete details on both Character Generation methods, see the *Character Generation* book.**