A.C.: AFTER COLLAPSE ® CHARACTER GENERATION CHARTS

Certain traits, such as name, age, gender, height, weight, hair color, eye color, and other physical characteristics are chosen by the player. Some players prefer to leave some of those elements to chance. The following charts are provided for those that wish to use them.

RANDOM DETERMINATION OF AGE		
Maturity Level	**Age Range**	**Roll**
Child	5 to 8 years	4 + 1d4
Tween	9 to 12 years	8 + 1d4
Teenager	13 to 18 years	12 + 1d6
Young Adult	19 to 29 years	19 + 1d10
Adult	30 to 39 years	29 + 1d10
Mature Adult	40 to 62 years	38 + 2d12

RANDOM DETERMINATION OF HEIGHT		
Gender	**Base Height**	**Add**
Female	4 ft/121.92 cm	4d6 in
Male	4 ft/121.92 cm	6d6 in
Non-binary	4 ft/121.92 cm	5d6 in

DETERMINATION OF WEIGHT	
Activity Level	**Base Weight**
Active	25 lb/11.34 kg per 12 in/30.94 cm of height (rounded up)
Sedentary	29.4 lb/13.34 kg per 12 in/30.94 cm in height (rounded up)

Most attributes are determined purely by chance. To determine the value of an attribute, divide the character's age by six (rounding down) and roll that many six-sided dice. The formula for this is: (AGE/6) x 1d6= Attribute value. The exception to this random process is the Reason (REA) attribute. Reason is determined by averaging the character's Creativity and Empathy. The formula for this is ***REA = (CRE + EMP)/2***.

The value of a Modifier is based on the value of the attribute with which it is associated.

PHYSICAL ATTRIBUTES		
Attribute	**Abbreviation**	**Modifier**
Upper Body Strength	UBS	Upper Body Damage Modifier (UBDM)
Lower Body Strength	LBS	Lower Body Damage Modifier (LBDM)
Hardiness	HRD	Hard Point Adjustment (HPA)
Vigor	VIG	Vigor Point Adjustment (VPA)
Manual Dexterity	MAN	Combat Initiative Modifier (CIM)
Agility	AGL	Target Profile Modifier (TPM)
Attractiveness	ATT	Allure Bonus (ALL)
		Fashion Bonus (FAS)

MENTAL ATTRIBUTES		
Attribute	**Abbreviation**	**Modifier**
Creativity	CRE	N/A
Empathy	EMP	N/A
Willpower	WIL	Charm Bonus (CHR)

UPPER BODY STRENGTH		LOWER BODY STRENGTH	
UBS	UBDM	LBS	LBDM
1-11	0	1-11	0
12-17	+1	12-17	+1
18-23	+2	18-23	+2
24-29	+3	24-29	+3
30-35	+4	30-35	+4
36-41	+5	36-41	+5
42-47	+6	42-47	+6
48-53	+7	48-53	+7
54-59	+8	54-59	+8
60	+9	60	+9

HARDINESS			
HRD	HPA	IRT/EMT	IRT/EMT Tracking Bonus
1-11	0	1-11	0
12-17	+1	12-17	+1
18-23	+2	18-23	+2
24-29	+3	24-29	+3
30-35	+4	30-35	+4
36-41	+5	36-41	+5
42-47	+6	42-47	+6
48-53	+7	48-53	+7
54-59	+8	54-59	+8
60	+9	60	+9

VIGOR		MANUAL DEXTERITY		AGILITY	
VIG	VPA	MAN	CIM	AGL	TPM
1-11	0	1-11	0	1-11	0
12-17	+1	12-17	-1	12-17	+1
18-23	+2	18-23	-2	18-23	+2
24-29	+3	24-29	-3	24-29	+3
30-35	+4	30-35	-4	30-35	+4
36-41	+5	36-41	-5	36-41	+5
42-47	+6	42-47	-6	42-47	+6
48-53	+7	48-53	-7	48-53	+7
54-59	+8	54-59	-8	54-59	+8
60	+9	60	-9	60	+9

ATTRACTIVENESS			REASON (CRE + EMP)/2		WILLPOWER	
ATT	ALL	FAS	REA	BSM	WIL	GRIT
1-11	0	0	1-11	0	1-11	0
12-17	+1	+1	12-17	+1	12-17	+1
18-23	+2	+2	18-23	+2	18-23	+2
24-29	+3	+3	24-29	+3	24-29	+3
30-35	+4	+4	30-35	+4	30-35	+4
36-41	+5	+5	36-41	+5	36-41	+5
42-47	+6	+6	42-47	+6	42-47	+6
48-53	+7	+7	48-53	+7	48-53	+7
54-59	+8	+8	54-59	+8	54-59	+8
60	+9	+9	60	+9	60	+9