

# Home Settlement Determination

The following two tables can easily establish where characters and NPCs were born or raised in the Crossroads Region. If the GM has created his or her own region and the adventure calls for the existing characters to travel to the Crossroads Region, ignore these tables. Likewise, a character might be a slave, who has escaped from one community and yet have been a free person in another. In such cases, roll once for the town he or she escaped from or worked in, and another for his or her place of birth.

There are also cases where a pre-specified starting home town for new characters is demanded by the GM as the basis of the game session, such as in the case of ghost mutants raised in the Holy Purist Empire, plotting to get out to the Freeholds. Or, pure stock slaves start game play in the Dominion of Aberratia, and are eager to escape. The following two tables can effectively place a character's home town based both on his or her character type, as well as what pre-game occupation or caste the character had.

First, consult on table CR-2-1. No dice are rolled on this table as the character is already generated. All one need do here is find which letter Code and numerical plus or minus is added to the d100 roll on the next table, CR-2-2. On this second table, simply add any plus or minus modifier to a d100 roll. Look up or down under the appropriate letter code and discover the PC's corresponding home town on the far right of the table.

**Table CR-2-1 Home Town Selection by Character Type and Caste**

Character type	Character's Caste			
	Slave	Civilian	Outlaw	Military
Pure Stock Human	A	B+4	E+27	G+26
Clone, comfort	A-5	B	E+27	G+26
Clone, laborer	A-8	B-4	E+27	G+26
Clone, military	A-9	B-10	E+27	G+26 max 84
Bioreplicant, pleasure	A-3	B	E+27	G+26
Bioreplicant, industrial	A-5	B-4	E+27	G+26 max 84
Bioreplicant clerical	A-6	B-8	E+27	G+26
Bioreplicant, infiltration	A	B-6	E+27	G+26
Bioreplicant, battle	A-19	B-11	E+27	G+26
Trans-Human	A	B	E+27	G+26 max 84
Cyborg or Rebuilt*	F	F	F+6	F+11
Ghost Mutant	A	D	E	G
Mutant	A-19	C	E-9	G-16
Beastial Human	A-19	C	E-9	G-16
Android*	A-19	B	E+27	G+26 max 84
Parasite*	A-19	C	E-9	G-16
Abomination*	A-19	C	E-9	G-16

\* If GM using TME Expansion Rules where these character types are explained.

**d100 Table CR-2-2 Home Town Selection by Letter Code**

A	B	C	D	E	F	G	Settlement
09 or less	08 or less	22 or less	16 or less	15 or less	01-06	09 or less	<b>Newburg</b>
10-13	-	23-25	17,18	16,17	-	10-13	<b>Windway</b>
14-16	09,10	26-28	19,20	18-20	-	14-16	<b>Dawn Cove</b>
17,18	-	29,30	21,22	21	-	17,18	<b>Hookville</b>
19	-	31,32	23	22	-	19,20	<b>North Fort</b>
20	-	33,34	24	23	-	21,22	<b>Rivergrad</b>
21-23	-	35-37	25,26	24,25	-	23,24	<b>Banner Cove</b>
24,25	-	38-40	27-29	26,27	-	25,26	<b>Red Field</b>
26,27	11,12	41,42	30	28-33	07-09	27,28	<b>Rusted Hulk</b>
28-30	13	43,44	31,32	34-46	10-18	29,30	<b>Port Folly</b>
31-35	14-18	45-47	33-35	47-49	19	31-33	<b>Safe Port</b>
36-39	19-23	48-50	36,37	50-52	20-34	34-39	<b>Galespit</b>
40-43	24-26	51-53	38,39	53,54	35-38	40-42	<b>Memory</b>
44-58	27-47	54-81	40-51	55-72	39-54	43-61	<b>Overpass</b>
59	48	82	52	-	55	62	<b>Array</b>
60-62	49	83,84	53	73,74	56-69	63-68	<b>Pitford</b>
63	50	85	54	-	-	-	<b>Rock Spire</b>
64-66	51-54	86-88	55-57	75,76	70	69-71	<b>Sea Home</b>
67-69	55-57	89,90	58-60	77,78	71-76	72,73	<b>Sorrow</b>
70-72	58-62	91-93	61-65	79,80	77-86	74-78	<b>Sandbarra</b>
73-81	63-70	94-00	66-73	81-90	87 or more	79-84	<b>Steel Hill</b>
82,83	71-73	-	74-76	91	-	85,86	<b>Duty</b>
84,85	74-77	-	77,78	92	-	87,88	<b>High Watch</b>
86	78,79	-	79	93	-	89,90	<b>Stalwart</b>
87,88	80-83	-	80-82	94	-	91,92	<b>Far Cross</b>
89,90	84-88	-	83,84	95	-	93,95	<b>Holy Port</b>
92 or more	89 or more	-	85 or more	96 or more	-	96 or more	<b>Pure Hub City</b>