

BULLSEYE - CREATE-A-PLAYER

FICTIONAL WORLD DARTS - ROLL-UP TABLES

Roll up your own oche legends, then type them into the game.

Every Bullseye player runs on two numbers, both on a 0-100 scale:

STAT	WHAT IT DOES
ACCURACY	Scoring power. Higher = tighter grouping on the trebles, fewer stray darts.
CHECKOUT	Nerve on the finish. Higher = lands the double when it matters, busts less often.

Roll **3d6** for each stat and read the band off the tables below. Three dice give you a bell curve - most players land mid-table, a rare few are world-beaters, a rare few should not be allowed near a board. That is exactly what makes a generated field feel real.

STEP 1 - ROLL ACCURACY (3D6)

3D6	ACC	TIER
3	15	Never held a dart
4	22	Christmas-only thrower
5	30	Rank amateur
6	38	Pub league, back table
7	45	Pub league regular
8	52	Decent club player
9	58	Solid club player
10	64	County standard
11	70	County champion
12	76	Challenge Tour card
13	82	Pro tour journeyman
14	87	Ranked pro
15	91	Top-16 contender
16	94	Major finalist
17	97	World champion
18	99	All-time great

STEP 2 - ROLL CHECKOUT (3D6)

Finishing is harder than scoring, so the same roll gives a slightly lower number. Roll 3d6 again (or use the same roll for an even player).

+-----+-----+		
3D6	CHK	
+-----+-----+		
3	8	
4	15	
5	22	
6	30	
7	37	
8	44	
9	50	
10	56	
11	62	
12	68	
13	74	
14	80	
15	85	
16	90	
17	94	
18	97	
+-----+-----+		

Tip: for a believable pro, keep Checkout a touch under Accuracy. A player who scores like a god but cannot hit a double is its own kind of fun - build one on purpose.

STEP 3 - ROLL A NICKNAME (D66, OPTIONAL)

Roll two d6 and read them as a two-digit number (first die = tens, second = units).

d66	NICKNAME	d66	NICKNAME
11	The Power	41	The Gambler
12	The Asset	42	The Silent Assassin
13	Voltage	43	The Bulldog
14	The Ferret	44	Hurricane
15	Snakebite	45	The Magician
16	The Iceman	46	The Count
21	The Flying Scot	51	The Artist
22	Bully Boy	52	The Surgeon
23	The Machine	53	The Cobra
24	The Wizard	54	Goldfinger
25	The Hammer	55	The Heat
26	Cool Hand	56	The Phoenix
31	The Viking	61	The Professor
32	The Spider	62	The Outlaw
33	Old Stoneface	63	The General
34	The Rocket	64	The Comet
35	The Maximum	65	The Nightmare
36	Tungsten Tornado	66	The Sheriff

STEP 4 - ROLL A NATION (D12, OPTIONAL)

d12	NATION	d12	NATION
1	England	7	Belgium
2	Scotland	8	Germany
3	Wales	9	Australia
4	N. Ireland	10	USA
5	Rep. of Ireland	11	Canada
6	Netherlands	12	Rest of the World

STEP 5 - ENTER THEM IN THE GAME

Open Bullseye, hit **CREATE / MANAGE PLAYERS** on the player-select screen, and type in the name, Accuracy and Checkout you rolled. Your players are saved on your device and show up under **YOUR PLAYERS** in the picker, ready to take on the legends - or each other.

Want a whole tournament? Roll up 8, 16 or 32 players, write them on the sheet below, seed them into a bracket and play out a fictional World Championship one leg at a time.

ROSTER SHEET

Roll them up here, then copy into the game.

#	NAME	NICKNAME	NAT	ACC	CHK
1					
2					
3					
4					
5					
6					
7					
8					
9					
10					
11					
12					