Causal Determination and its effect on Complex Open Systems
By David Court

If you're a gamer, then go grab some dice
Some multi-coloured ones with the funny shaped sides
Or go borrow them now from a nerd or a geek
With the promise you'll return them by the end of the week

Get a plain piece of paper, or if you must, lined
Because this'll be where your character is defined
Your strengths and your weaknesses, inventory too,
So go grab your black pen. Or alternatively, blue.

So if now you're prepared to embark on this game,
the first thing to do is give your character a sex and name.
I insist that it's male – it's a mandatory clause,
But if you're male already, then you have to use yours.

So, there next to name, you can mark down your gender
(Which we've established is male, which isn't meant to offend or
Disturb all you people who don't fit that forte
But to choose something else would be really quite naughty)

An important decision before you embark on your quest
Is to decide where you're from; we've found that it's best
To avoid choosing the third world, which by far is the worst
So when choosing your world, you have to pick "First".

And now we move on to an uncommon stat,
Your sexual "leanings", let's leave it at that.
Is fancying blokes, women, neither or both your true fate?
That said, I insist that you write down that you're "straight".

And now to the step that can upset a few.
The colour of your skin – your pigmentation, your "hue".
It may seem like an odd stat in this particular equation,
So we'll simplify things by just putting "Caucasian".