

ALIGNMENT

by
Woodelf
<woodelf@yar.cs.wisc.edu>

Alignment consists of three parts. The first of these is your character's priorities, a hierarchy of loyalties. Secondly are your character's morals, the attitudes and traits that shape your character's outlook on life. Finally, your character's beliefs are any superstitions, principles, habits, etc., that your character has.

PRIORITIES

Your priorities classify how you view authority by giving a hierarchy of loyalties. They give a general sense of what things outside of yourself are most important, and which you would put before yourself. There are seven priorities: Deity, Sovereign, Race, Homeland, Family, Comrades, and Self. Rank these in order of importance. If a priority has no importance for your character or you do not recognize the priority, do not list it at all. Example: If even without higher priorities, your character will not listen to his or her family, and might even do just the opposite of what they suggest, then do not list Family among your character's priorities. Comrades must be on the list. Other priorities may be added if necessary, such as Lover or Pets.

MORALS

Morals quantify your personality in those areas that are easily compared. They are the attitudes and personality traits that most strongly shape your outlook on life. There are six areas, categories roughly, that you must quantify your character in: Courage, Curiosity, Disposition, Honesty, Loyalty, and Violence. At the simplest, each of these can consist of just an adjectival rating: How violent are you, how honest are you, etc. Hopefully, you will go further, adding both color and detail. Rather than "I am honest to a fault and get violent at the slightest provocation," try "I have an ingrained belief in honesty, which makes it a struggle for me to lie, even to protect others. I've always had a temper, and will react with violence to even the hint of provocation. I'm especially sensitive to being called a hothead or being told that I'm lousy with a sword. However, I'd never kick a man when he's down, and don't like the idea of others helping me in my fights." You need not commit your character on any besides these morals, but you are encouraged to do so. Following is a list, but it is by no means complete. Feel free

to use any other traits you can think of. In many cases qualifiers can and should be used (polite to men, but curt with women). Also, specific fears, hatreds, desires, etc., should be listed here. You can freely add morals during play or between sessions, but you may not remove them without specific permission.

The following lists are little more than a compilation of adjectives (the Thesaurus is my friend). As such, there is a great deal of overlap, and ambiguity. Feel free to use or not use anything here.

COURAGE

bold	brave	challenging	chicken-hearted	courageous	
cowardly	craven	fainthearted	fearful	fearless	gallant
heroic	intrepid	lily-livered	plucky	pusillanimous	shy
spineless	timid	timorous	unflinching	valiant	weak-
kneel					

CURIOSITY

blasÚ	examining	incurious	indifferent	inquiring
inquisitive	intrusive	nonchalant	prying	questioning
snoopy	unconcerned	uninterested		

DISPOSITION

aggressive	aloof	amiable	argumentative	arrogant	
arrogant	capricious	caring	cheerful	conceited	
cooperative	cruel	forgiving	formal	friendly	generous
gloomy	greedy	harsh	helpful	hospitable	hostile
impulsive	irreverent	irritable	jealous	madcap	
mischievous	moody	morose	naive	opinionated	patient
peaceable	proud	proud	quiet	sadistic	sober
sociable	spiteful	stern			

HONESTY

candid	deceitful	dishonorable	fair	fraudulent	
honorable	just	lying	phony	scheming	scrupulous
sincere	truthful	unbiased	unscrupulous		

LOYALTY

deceitful	dependable	devious	devoted	disloyal
faithful	reliable	steadfast	treacherous	treasonous
true	trustworthy	turn-coat	unwavering	

VIOLENCE

berserk compromising conciliatory cruel destructive
murderous nonviolent pacifistic peaceful pugilistic
quiet sadistic tranquil violent war-like

COURTESY

barbaric boorish brusque civil courteous courtly
crude curt debonair discourteous genteel graceless
gracious ill-behaved ill-mannered impertinent impolite
polite respectful rude uncivilized uncouth unrefined
well-bred well-mannered

EXTROVERTED/INTROVERTED

audacious bashful bold caring coy daring forward
insolent quiet shameless sheepish sociable timid
wary

MATERIALISM

avaricious charitable covetous extravagant generous
greedy metaphysical miserly mundane sensual
spendthrift spiritual thrifty wastrel worldly

OUTLOOK

bigoted cheerful cynical fatalistic idealistic
narrow-minded optimistic perfectionist pessimistic
positive realistic sanguine sarcastic suspicious
trusting

PRACTICALITY

imaginative impractical level-headed practical pragmatic
quixotic realistic sensible sober unrealistic
utilitarian

PRIDE

abashed aloof arrogant ashamed conceited egotistical
elitist haughty humble immodest jealous meek
modest overbearing prideful self-centered self-effacing
selfish selfless shy unpretentious vane

ARGUMENTATIVE

antagonistic articulate garrulous hot-tempered
overbearing quarrelsome

HOSTILE

aggressive antagonistic irritable malign spiteful

BELIEFS

Beliefs are those things that do not fall in the realm of either of the two above categories. They are the superstitions, principles, habits (good or bad), and psychological limitations that we all have, and that make us unique. All characters have some principles or superstitions, such as: Resurrection is impossible, black pigs bring good luck, always carry a knife in your boot, never walk through a door behind an orc, spit in the face of all dwarves, it is dishonorable to fight a woman, etc. Any more-common superstitions, such as never look at the full moon over your left shoulder and don't walk under a ladder, are also possibilities. Finally, obligations and regular habits also belong here, such as paying an annual tribute to the priesthood that resurrected you, needing a weekend in the poshest inn available once a month, or drying your boots by the fire every night. At least two-thirds of your character's beliefs should be hindrances of some sort. Your character must have at least one more Belief than the sum of the Priorities he or she does not recognize and his or her level. There are seven categories that most beliefs fit into, though your character's beliefs need not necessarily fit into them:

- * actions and responses of gods
- * movements of the land/heavens/seas
- * ingestion of or abstinence from certain foods
- * bodily adornment
- * (dis)association with a particular race/class/gender
- * (un)favored use of a particular weapon/spell/attack form
- * mystical symbols/color/numbers/shapes/plants/minerals/spells