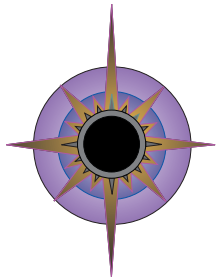
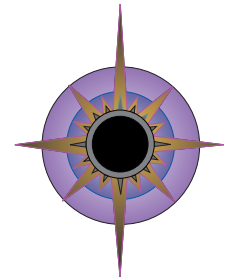


G A L A X Y

F R O N T I E R S



# U N I V E R S A L T A L E S



## C h a r a c t e r E n c h i r i d i o n

*CHAPTER - C*

# *P E R S O N A L I T I E S*

*Rough Draft — B*

Created By

*Jeremiah Zimmerman*

~~~~~

*A living role-playing platform for in-person, blue-blood players.  
This chapter has an over-the-top character creation for personalities,  
with comprehensive substance for those with extreme imagination.*

~~~~~

Universal Tales  
has been rated

**M2-VS (M and PG)**

Containing implied violence  
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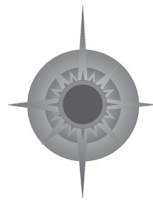
Universal Tales™

## ***Character Enchiridion: Personalities***

by

*Jeremiah Zimmerman*

Produced in the USA.



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Each person has personality. Universal Tales helps create personalities for characters by providing a series of details, general traits, extensive roll lists of specific elements, mental condition and more.

Left to their own devices, most players tend to pattern characters after an idealized view of themselves. This is fine for many, but some wish a greater challenge. For that purpose, this chapter is packed full of common and uncommon elements to entice the imagination and creative spirit.

Perusing and selecting what is presented, or rolling randomly, will help create a persona different than what players may have done if left with their own thoughts. Some players like this; others may not. This is offered for those with a greater acting desire.

Versatile players would be able to create a unique personality for their characters and make each seem as though they may have been real. Acting is a part of role-playing and takes imagination to flourish. Have fun with it and the game will be enriched.

*Chapter-F has a wide range of background to help with the character's backstory and that will help with the personality.* The player may wish to do that first to see what events could have shaped the persona, or go between the chapters until satisfied.



## \* \* \* Details \* \* \*

This portion has some general elements about personality, where the others may help shape the character's personality.

**Bonding:** Players may wish to *bond* the character to another character, friend, noble, spouse, lover, temple, etc. The character may have more than one bond, but the loyalties should be carefully balanced, or degree of conflicts may arise. There may be conflicts with the different bonds and that could become an element in the story.

There are several types of bonding outlined below. They would be treated much the same.

- If "Psychic Bonding" is allowed, it is treated as a skill. Mark the bond on the *Skills Sheet* with the person of the bond, using *Wis for the Skill Bonus* (without a multiplier) *The "Skill Level" is the Bond Level and is ÷ 3* (similarly as Leadership skill).
- The psychic bond may be rolled at any time. The character must concentrate for 5 Mental Ticks. The needed roll depends on the emotional level of the other. Low emotion requires an "A", moderate level needs a "B" and Strong emotions only needs a "C". Death is automatic.
- Some societies may have a bonding initiation ceremony. This could be anything. When complete, +2D4 is added to the Psychic Bonding level.
- When bonded, total loyalty is expected. Separation for each other is hard on both, and may become a distraction and distressful at times. Both will protect the other.
- If the bonding is strong enough, the director may allow a minor amount of psychic link (*psychic bond*). This may allow the character to know which direction the other is at as well as basic emotional status (happiness, fear, sorrow, ecstasy, etc.). They will also know when they are in mortal danger or dead.
- Many things would disrupt a bond's psychic link and only their highest stress levels are felt anyway. When awake, the director could ask for 1/3<sup>rd</sup> Luck or Clairvoyance once the stress of the companion starts. Which is rolled is up to the director; mainly to keep the player less aware as to why, or for the circumstances. If successful, 1/3<sup>rd</sup> Wis would be rolled to understand what is felt.
- For *gaining direction*, the character gets a 1/5<sup>th</sup> Clairvoyance roll at the start of the stressful event of the companion. Retries may be done after 10 minutes of meditation with no distractions and an "A" Meditation skill. The direction is general and as much as 90° off. If setting a basic compass direction, randomly drop two small objects. A line crossing the two objects is the felt direction.

The object that is closest to the companion is the line direction. If a Critical is rolled, drop three small items and the two representing the closest direction is use, ignoring the third.

- Dreams may be influenced by the stresses of the other bond companion, even share their dreams. Figure 1/5<sup>th</sup> Wis to have such influences, 1/3<sup>rd</sup> Wis to understand it was related to the companion's situation and 1/2 Memory to remember enough to try and sort it out. The director should allow partial understanding. In any case, the dream would be a hint of the situation or dream and not a full reflection. The director will have to create the dream. See *Control Dreams in Chapter-I for consideration for that*.
- As with everything of the campaign, if the director feels the plot would benefit from a success of these things, would allow a success.

**Family Bonding:** Offspring's of the character they have raised for several years may start to form a psychic bond.

**Friendship Bonding:** Most everyone has friends. How close a bond depends on common interests, past shared experiences, and sometimes social caste status.

**Group Bonding:** Association to a tribe, clan, pride or hive is a form of bonding.

**Soul Mates/Friends/Nemesis:** Because of the cognitive connection, these are detailed in the *Life Path Connection* under the *Cognition* spell in *Chapter-I*.

**Composure:** How well one holds their temperament is discussed under *Composure* in the *Mental Attribute* section in *Chapter-AB*.

**Habits/Quirks:** The distinct Personality Traits roll lists has habits and quirks integrated in them. Players will naturally develop their own for the character, but usually these are similar to the player's own self. Writing down a few that are different and referencing to them occasionally, allows the player to enact the persona consistently as a distinct character – character acting.

**Hobbies:** Most all people have hobbies. There is a section in this chapter to help choose a few.

**Humanity:** How the character reacts to others and perceives themselves, is their humanity (alien-ality for non humans). The less like their kind they are, the less likely they are to act or react as others of their kind. For characters who are becoming less like their kind (say from living with others, cybernetic implants, etc.), the player will need to figure how the character is changing.

If living in a foreign land, use the nation profile as a guide. Also, picking and/or rolling on the personality roll lists could guide such changes.

**Guile:** Considered a deceptive, dishonest controlling behavior to gain one's own desire. Use Charisma, Amorousness, Seduction/Flirting skill and even the sex skill.

**Likes & Dislikes:** A separate section has roll lists to select from, though they are just a general list.

**Medications:** Throughout history, shamans, doctors and other such people have mixed elixirs and chemicals to enhance the healing process, including personality disorders. Many mental conditions may be calmed with medications. Psychiatrists in the modern world are the only ones allowed to prescribe medications. Prescribing medication of any type is done as a Medical-Pharmaceutical roll. One roll may be done a week.

**Mental Conditions:** A separate section has roll lists to select from, though they are just a general list.

**Motivation:** A separate section has roll lists to select from, though they are just a general list.



**Phobias:** A separate section has roll lists to select from, though they are just a general list.

**Reasons:** Most anything could cause a phobia. Just hearing about sharks attacks from someone could make a person fearful of just the image of one. The player should create a background cause for fear. Here are a few possibility.

- Relation was attacked, killed or maimed.
- Character was attacked, killed or maimed.
- Relation tortured the character.
- Haunts the dreams, effecting the wake time.
- No recollection of the cause is common.

**Talents:** We do not rate anything specifically as a talent for the character (with the exception of Prodigy/Gifted in the Character Concepts section of Chapter-B). The player may choose a couple of skills the character has and does well, considering them "Talents", but that is as far as it goes.

If the director allows talent and grants additions to the skills, then refer to Prodigy.

**Therapy:** Use Psychology skill (Chapter-H).



## \*\*\* Species Behavior \*\*\*

These elements could help create or alter species and races. Behavior of the species shapes individual personalities. Species' instinctual behavior is often shaped by their environment, so consider where they evolved when creating them.

Used with the Features Detail section in Chapter-D, the world creator can be very creative when shaping behavior and habits of character species and creature on all types of worlds.

- Amphibious part of the time.
- Breeds in the water.
- Builds nest then leaves, builds nest and tends eggs, but leaves after hatching, builds nest and tend eggs and cares for the young
- Buries eggs in ground.
- Social special gather in packs and form social structure and relations. There are a multitude of behavior qualities to consider when creating a society or species for campaigns. For characters within the culture, how they are received and act is part of their personality.
- Cares for the young through adolescents.
- Changes genders if the local population is imbalance (i.e.; snails).
- Female seeks male for mating or male seeks female for mating.
- Fights for mates.
- Gathers female into harems.
- Hives are a communal societies (eusocial), usually patterned after some insect colony (like bees, ants, termites and wasps). There may be a psychic link with the inhabitants.

- Hormone guided mating. The mating is guided by hormone. This could be triggered be scents, actions, behavior, etc.
- Instinctual mating; at a specified time or event (full moon, high tide, winter equinox, etc.) the desire to mate takes place.
- Lays eggs in land, water (fresh or salt), on cliffs, etc. Laying eggs with nests of other species for them to raise.
- Lives on land solely, different habitat during various parts of there lives (i.e.; salmon).
- Males, after taking over a new harem, will often kill any nursing infants, for breeding.
- Mates change each year.
- Monogamous, polygamous or polygynous.
- Mates for life, season, intermittently, for the moment, on land, water (fresh or salt), in the air, etc.
- Migrates with the seasons.
- Nesting; several females share communal nest (ostrich), several females are together as a harem.
- Psychic link may be part of a group like a hive, pride, clan, tribe, etc. This could be partial emotions to full communications.
- Regenerating.
- Relieve self in the water.
- Rumination (cud chewing).
- *Sexual Desire*; having an actual desire as opposed to being just instinctual or hormonal reaction
- Symbiosis relation: Most have mutual benefits to each other and don't just leach; cleans hard to reach area, alerts danger (birds on the back of large animals), overturns dirt (birds getting the food out of trodden soil), etc.
- Socializes in a community (humans, primates and lions), singularly (most cats), in a queen, worker, soldier community (ants, bees and termite).
- Young are raised by the female alone, male alone, extended family, by the whole community (clan, tribe, pride, hive, etc.).
- There is no true hierarchy in *herding* species as there are troupe grouping. Campaign species may be herding in a sense and if so, there may be a few individuals the herd imitates, but that is not leadership. Whether a species of this type can develop in a complex society could be debated, but it could be an interesting society, if it does. When on the move, they follow the ones in front. Those in the lead may be reacting to threats or migratory instinct or some other factor.
- When on the move, they follow the ones in front. Those in the lead may be reacting to threats or migratory instinct or some other factor.
- If female oriented packs (like elephants), males will generally leave the pack and live solitary or in bachelor herds. The female packs will usually be closely related, with the eldest female as matriarch. If there are no adult males in the pack, females in heat will separate from the pack to find a mate then return.
- Pack species on the move has an order and that order has to do with the social position and that shapes the personality. Leaders are in front or close to the front to guide the pack and will be socially dominant. Healthy adults will be in the front, with the young close to them and the elderly and weak in the rear.
- Prides, like packs, have social structure.
- Troupes species.



## General Personalities

For ages, people have been grouping people into types and several lists have been created. The section is arranged into three parts; **Personality Groups**, **Associated Personality Clusters** and **Distinct Personality Traits RLS**. To help players shape unique personalities and assist in portraying them consistently.

The Personality Groups part contains an assortment of basic types that may apply to a character. Associated Personality Clusters possess traits associated to a type or have specific influences. The Distinct Personality Traits roll list contains a wide variety of entries to individualize the character beyond the general types. Together, the combination is nearly endless.

**The player may pick from each group or cluster, even give a 1-9 rating for more variation.** More than one in a group may apply, though most entries are contrasting. Some entries have direct adjustments to the character. If these traits are played out by the character, add the adjustments.

Most everything in this section related to Earthers. Other races and species may and will likely differ.

## Root Personality Query

Following a few quick questions, there are a few groups of general personalities assembled into four basic groups. The player may choose any of the types from each and more than one in each may apply. Depending on when this is done, the choices may guide further character development or the previous development may guide the choices here.

- » **Does the character have a separate façade from their truer underlying personality?** *Very few people are what they seem. When going through these areas, keep that in mind and mark some that are for either, the public façade or the true self.*
- » **Is the character used to being the authority in a community?** *If so, they will not care for anyone who challenges that authority. Present or past occupations and social position should reflect this.*
- » **Does the character strive to be in authority?** *They will be resistant to those in charge, striving to dislodge them, no matter how much better they may be. These struggles can become quite vicious.*
- » **Is the character more of a supporter of one of the other types, or are they just staying out of the way, wishing to be left alone?** *If they are not supporting someone, they may be coerced in making choices. Most people choose those in charge, since they know what they are getting.*

## Core Personality Groups

There are 4 general grouping in this area the player may choose from each, creating the roots layers of a character's personality. To these groupings, **Personality Archetypes** and **Distinct Personality Traits** are added to form an intricate persona, helping to guide the enactment of the character by the player.

References to many personality traits are made and those are presented in italics. They would be further detailed in either the **Core** area or **Broad Personality Listing**.

As mentioned above, all this relates to Earther Sapiens. Other species may differ in many ways, though the described personalities are fairly universal.

## ~ Group-I ~

**Authoritarian (Alpha, Type-A):** +500 Experience Threshold; add the Bonuses of Will Power, Luck and Charisma to the Skill Bonus column for any skill from the Command skill cluster.

Aspire to, enjoys, craves having authority or comes to it naturally. A few are natural leaders, where most will try to be. The latter is more common and may not have position to exploit, but will dominated those they can. These people will not look for approvals by other, acting on instincts without explanation. Cultural pressures may force a stifling of these traits, but it will be uncomfortable to do so.

They may be preoccupied in their own thoughts and feel aloof, even when interacting with other. When speaking, no matter their position, the alpha tend to do so slower, not having to hold the attention; after all they are the alpha.

Interaction of two alphas will be a constant struggle for supremacy if the authority right is not clear. Females may comment of abundance of testosterone, especially those Domineering Females (Group-IV). Constant struggle may create an insecurity, seeing the other bucking or undermining their position. They may be the victim of character assassination.

Many will say, "Absolute power corrupts absolutely," where others feel the threat of losing authority is the source of most corruption. Support for an alpha will depend on benefits gained from the relation. The alpha will acknowledge others of authority if there are worthy in some way or are not able to be dislodged.

**Compliant (Beta, Type-B):** Conformists; most everyone falls in this view, accepting the authority of others. Most people are beta. They adhere to the social principles (usually the ones they are raised with), believing them superior to all else.

Betas may be overly boastful of their own achievements, elevating it's worth. Seek approval of others and shaping their appearance to fit in and be accepted. They tend to have nervous habits. and a beta trying to be an alpha may seem to appear as a gamma.

**Rebellious (Gamma, Type-C):** Free thinking and usually dissatisfied with the social fabric that exist, viewing there are better ways and often mistaken for wannabe authoritarians for the sake of authority. Other gammas will imply an alpha is a gamma to sabotage authority. The alpha will tend to find this amusing, but since they may have an insecurity, become angry of the gamma.

When gamma males seek a mate, they may adopt feminine traits to feel closer to them (mark as Gama-feminine). Other males may harass gamma males as being a woman, especially if they do traditional female tasks.

Gamma females may try controlling the males. They will not succeed with Alpha males and may criticize them harshly. Either gamma gender may enact relation terrorism on their mate when thing go sour and accuse the other as being at fault.

## ~ Group-II ~

**Phlegmatic:** Introvert and composed; watches their environment and others in it, seemingly having a calm or sluggish temper.

**Melancholy:** Introvert, gloomy, sad, depressed and pessimistic; thinks of their environment and the people in it, tending not to act on it. May have bouts of confliction with others or angry outbursts.

**Sanguine:** Extrovert, optimistic, confident and hopeful; tending to discuss matters more than act on them.

**Choleric:** Extravert and driven; strives for accomplishment, but may be easily frustrated and angered.

### Maturity Warning

This next portion contains discussions of *intimacy* and *personal relations*. Readers should be wary of such matters and have a maturity for comprehension.

enough to keep up. If married, these characters still hold a stronger association with their male friends.

In matters of affection, these males are moderate to minimal when it comes to intimacy (foreplay, after-play or cuddling), having little patience or desire for the more affectionate nature of women, even finding it restrictive and clinging. Any skills they have is due to learning how to go through the motions and not natural ability. Meeting is not related to affection, not even for strengthening tribe-clan continuity. It's mostly about flaunting exploits to other males as a prize.

Because of their pack nature, **Conformists** is a common trait, as they try to fit into the group they belong to.

Packs tend to have a common thread to the connections and could be **drinking buddies** (bars, games night, etc.), **sports clubs** (golf, tennis, polo, etc.), **gameing club** (chess, etc.), **society club** (secret, paternity, etc.), **military** (reenactment, retired, theoretical, etc.), **gangs** (local, motorcycle, traveling, etc.), **monostaries** and so forth.

Each pack would have a generalized alpha (*Ranked* and/or *Prevailing*, as shown below); one who the others generally accept as the leader. Leadership is always in competition.

As a collection, these males are philanderer's, even if they declare dedication to a female.

If privately **Passive/Timid**, these males would yield to their spouse or intimate partner, though may try being dominating within their pack, often being **Passive Aggressive** and **Manipulative**.

These males would spend considerable time with other males, relating to sports, cars, horses, gambling, games, hunting and similar activities – finding those activities more appealing than long term relations with females.

Relations with females are fine, as long they don't interfere with the group and their activities. If so, the male would feel trapped and irritable, perceived as hen pecked.

More often, feminine courtships are about the conquest and has no actual affection or lasting relation. Mating with females is not an affectionate quality. Any coupling is more for the prestige over other males, giving the male "bragging rights," a form of competition. *Bachelor Pack Males* would compare the appearance and qualities of the female compared.

Bonding with females (females) would be rare, none lasting, having limited affections. Intimacy would be very restrictive, even preferring fellatio for its less committed one-sided aspects. There would be no conversations after sex, and any exchange before and during is for the conquest of copulation.

Feeling the need to prove masculine prowess to their male peers, these persons become boisterous, projecting over compensation – applying learned techniques to cover deficiencies, discomfort and lack of natural capacity. Displays of forced domination—physical, verbal and/or sexual—helps them gain social position with their male companions. Groups of males may feed the frenzy in mob riots or gang rapes. Female oppression of these males could accelerate/agitate the situation, causing negative outburst.

▷ **Soldiers-Crafters** would constitute the bulk of the *Bachelor Pack Males*, therefore the greater number of males fall in this archetype. The soldiers would be the core of the national protection, where crafters create or support those who create, even as simple laborer.

These males would have all the general qualities of *Bachelor Pack Males* and would hold a function and hold a function of soldier, farmer, ranch hand, smithy, laborer, anything needed in a society. Very few of this archetype are suited for leadership or guiding others, though most might believe they are.

▷ **Sergeant-Foreman** are the 'trench leaders' of the Soldiers-Craftsmen, having basic leadership ability. Some 1 in 20 of *Bachelor Pack Males* would be sufficient for this role, and would need oversight from a more natural leader-manager. As long as the directives are clear, *Sergeants-Foreman* function adequately in a controlled setting.

## ~ Group-III ~

This third grouping of personalities had been assembled by the creator of *Universal Tales*, and are distinctive to males and females (male/female). Distinctions from males and females have over the decades been blurred, though present at all times.

### ~ Masles (Group-III) ~

**Bachelor Pack Male:** Experience Threshold is lowered by -500; Prolificacy is lowered by the Str Bonus. Any skill on the Courtesan Skill Group will have a ÷2 added to the Level.

The greatest number of males will fall into this general type with a few subtypes. These characters are more comfortable associating the other males in social environments and will sooner be found roughing it with the guys than courting women. They may have courting and mating instincts, but find it harder to associate with females have limited relation with them.

They will accept *Butch Females* in the group if she is rough

▷ **Domineering Pack Males** may have aspirations for leadership within the general *Bachelor Pack Male* manners, but only holds sway through intimidation, often having **Self-absorbed** manners. They are not true leaders, pushing their dominance by bullying or coercion, threatening harsh action for non-compliance. These males will not have the true *Foreman-Sergeant* qualities

**Domineering/Controller** traits would be added from the *Broad Personality Archetypes* listing, further in this section. If educated to a level more than 70% of the population, add **Educated Superior-Authoritarian**. These people are also often louder as well, needing to project themselves; adding **Boisterous** to the character's personality. **Heister** is also common.

Due to their domineering nature, they push their way through society, in order to achieve their goals.

These characters are centered on their personal gain, often thinking they have the duty to be dominant over the group and deserve more for it. They have sense of self-importance and superiority. These characters would not signal turns on the road, but would complain when others don't.

Disciplining this type is usually ineffective. These persons ignore harsh discipline, thinking they had been wronged in some way, even during their youth. They work at not getting caught at missteps, or shedding blame to other people or cause, rarely taking self-responsibility.

▷ **Enterprising Males** populate a good number of the *Bachelor Pack Males*. They preoccupy themselves with **social advancement** (business, politics, military, crime syndicates, etc.), having less to do with distractions of games and parties. Any relation with companionship would be superficial, limited to general family expectations and avenues with their personal social advancements. At the core, they have little comprehension of females, avoiding emotional entanglements that may arise. These males will fully accept social constructs in order to progress their position.

At Procedural Officers and Ambitious from the *Broad Personality Archetypes*. Common qualities of these males would be domineering/controller, conformists, and Heisters. Female relation or marriage will only be part of their lives, if the female can promote their position or maintain domestic support, and the male will have very little affections to offer.

▷ **Philandering Males** is fairly common within *Bachelor Pack Males*, not having bonding tendencies to their mates. This demeanor will enable the male to have casual relations with several females, even males, depending on their yearnings. None of the relations will be significant or bonding. This is compatible to the *Philandering Female*, even marrying such females should social expectations be adhered to.

▷ **Prevailing Pack Male** may not be the *Ranked Pack Male* – and definitely not a *Patriarch Breeder*. These males maintain order within the group, and would give support to a *Ranked Pack Male* to maintain order (as a first sergeant does for the commander). This influence within the pack would not extend to females not closely associated, or to persons beyond the pack. All aspects of pack males are part of who they are.

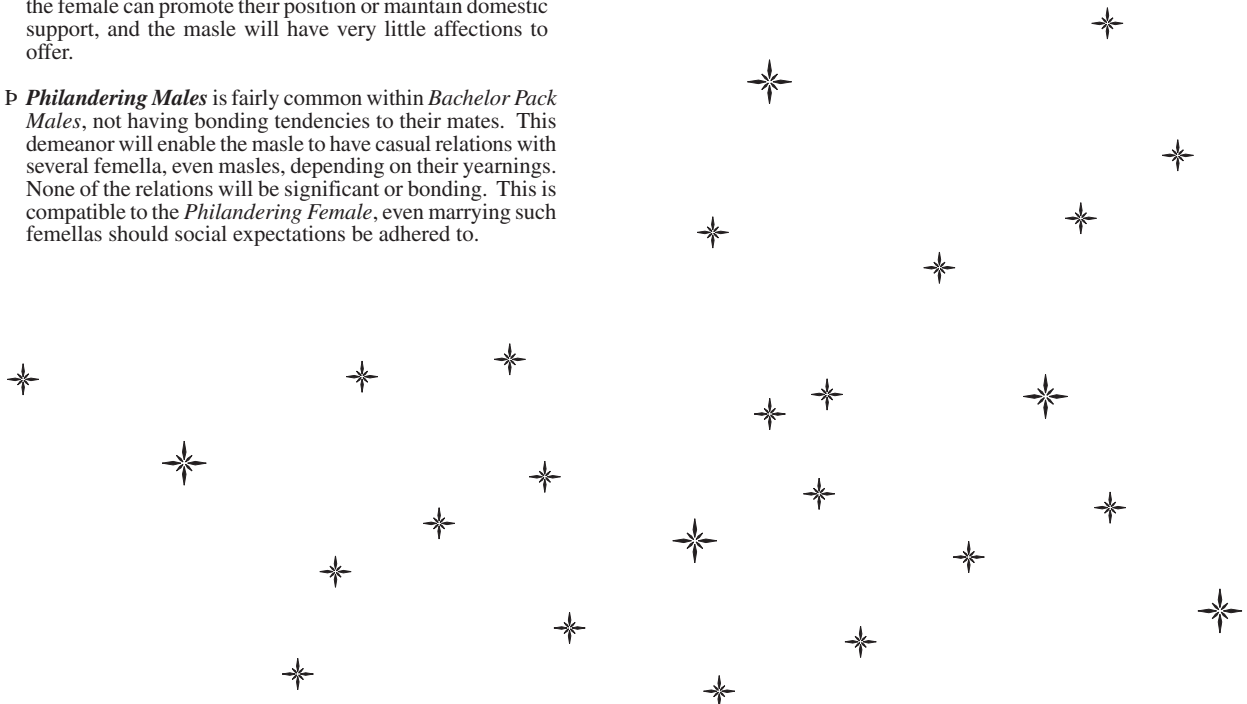
▷ **Ranked Pack Males** holds the leadership role for the pack (not to a *Patriarch Breeder*), and may also be the *Prevailing Pack Male*.

In *structured groups*, this is the male with the established higher position and authority (i.e. commanding officer). They may be the *Prevailing Pack Male* or have the support of a *Prevailing Pack Male* to maintain order.

In *casual groups*, this would be the primary central male who guides the group.

▷ **Self-Absorbed Pack Males** are quite common within society and *Bachelor Pack Male* grouping (add *Self-Absorbed* from the *Broad Personality Archetype* listing). These males have little to no *Empathetic* qualities, and are often *Domineering*, forcing their aspirations on others, thriving to be the *Prevailing Pack Male*.

They may project a façade of an *Aggressive Patriarch Breeder*, but women will quickly see that they do not have the true *Empathetic* nature actual *Patriarch Breeder* would have.



**Gay/Bisexual Male:** Possibly the second largest *Core Personality Group*, following *Bachelor Pack Males*, likely having both qualities. Some may be *True Bisexual*, but would be fairly rare. This quality (fully gay or bisexual) is a social nature and may not be sexual, though usually is. See *Sexual Passion* section in this chapter for sexual relationships.

**Closeted Gay Male** exist in societies where these relations are shunned for whatever reason. Where male-male relations are discouraged, *Closeted Gay Male* will often project a strong macho appearance, even becoming belligerent and possibly hostile to other males they perceive as gay, or against notions of homosexuality, declaring it unnatural. They may venture into sports and bodybuilding to overcompensate for what they have buried, attempting to show they are heterosexual though and though.

**Private/Secret Gay Males** have accepted their gay nature, though for social or other reasons, feel the need to hide it. This differs from *Closeted Gays* who has not accepted that side of their nature. Both will have frustrations in their lives for having to hide their core nature.

Though *Gay Males* may be bisexual, most exclude female intimacy, not being aroused by them. That may not limit their casual interactions with women. As a whole, fully *Gay Males* are more comfortable with most females as *Bachelor Pack Males*, since they do not have an emotional or sexual interest in them.

The disconnect from females may be to restrict breeding possibility or as response to social frustrations with female and their emotional attachment. These elements may be linked. When socializing with females, *Gay/Bisexual Males* may show affection (honest or not). *Gay Males* relating with females tend to favor thinner, more athletic types, steering from those more feminine.

**False Bisexual Males** may be a way for the fully *Gay Male* to declare being heterosexual, yet “dabbling” with the other side to hold a façade. They are often *Closet Gay Males*. Those having **True Bisexual** (considerably rare, say less than 2 per 1,000 masles) nature may do so for the simple pleasure of the relation.

**Feminine Gays** would be submissive, having effeminate manner, often dressing for the role. **Macho Gay Males (Butch Gay)** present a general dominant projection, often performing intense bodybuilding. A **Private Macho Gay Male** holds an outside heterosexual nature, though will not openly call themselves gay. **Flamboyant Macho Gay** flaunts their lifestyle openly, dressing in a more obvious, provocative manner.

In some cultures (*Ancient Greek, aristocratic Roman*, etc.), male-male sexual relation was often one-sided and a sign of dominance, and not between equal social stations. It was fine for a higher social station male to aggressively copulate a lower standing male, or older to younger, mentor to apprentice, and such, but not reversed. This relation may have little affection involved.

**Loner/Solitary Male:** Generally, a loner whose interaction with either gender are limited to very casual relations limited to what would be required or expected in the society. Though they relate and interact with other people, they would prefer to be alone.

Rarely will these male marry or be fully attached to a female. If they do marry (usually as a required behavior in society), their relation with the spouse will be very basic and often strained, especially if attached to a feminine or effeminate femella who desire a lot of affection and attention.

Some *Solitary/Loner Males* may become partially attached to someone. If so, they will have a *Puppy* connection, expecting of being taken care of, much like juvenile’s need for tending by a parent figure. The *Solitary/Loner* will remain isolated most of the time, giving courtesy appearance or when expected, so not to be forgotten, most often during meals.

A variety of reasons form a *Solitary/Loner Male*. If *Antisocial*, they dissociate with other people because they are more trouble than they are worth, has harmed or betrayed the character in some way, shown to be distrustful, have some personal practice that is not acceptable to other people, or some other reason. These character may be belligerent to others, even aggressively hostile.

Other common qualities that blends with this type include *Passive/Timid* (may wish to be social, but unable to), *Passive Aggressive* or *Deceiver*.

Each of the blending qualities presented here are found in the *Broad Personality Archtype* area of this section.

**Patriarch-Breeder Male:** The fewest of all the groups (figuring around 1 in 80+ of male population). Add +600 to *Experience Threshold*; add *Bonuses of Will Power, Luck and Charisma* to the *Skill Bonus* column for any skill on the *Courtesan Skill Group* (gaining access to the those skills); add 2 × *Cha Bonus* to each *Amorosity, Bearing and Vanity*; add 2 × *Con Bonus* to *Prolificacy*.

Not necessarily well groomed, this masle (male) aggroups and protects females, tending to be harem oriented, chivalrous, even chauvinistic. They usually do not spend a lot of effort impressing others; having a natural comfort with the more feminine females, having principle husband-fatherly qualities most masles mimic.

Courtships for *Patriarch Breeders* are deeply affectionate with femellas (females) developing meaningful relations, bonding more so than those *Bachelor Packs Males* could fathom. *Bonded Lover* (see *Broad Personality Archtypes* in this section) is a common quality.

Some femellas become envious of the bond with femellas (female) who are associated with the *Patriarch-Breeder* and set to destroy it. Consideration of this distinguished creed by more common masles and less affectionate femellas are difficult to except within cultures that reject *Noble/Regal* qualities for homogenized equilibrium – should they even recognize the distinction. Such limitations set restrictive social expectations for all persons, seeing the distinctive relevance of *Patriarch-Breeders* as unreasonable privileges that must be crushed to the detriment of these masles and their bonded femellas.

Socializing and group relations beyond their women are bound to be precarious and limited. Envy of other males who covet the bonded women would restrict relations of *Patriarch Breeders*, aiming to disrupt their activity, even position in groups. Women outside the bonds may see those within the relation with *Patriarch Breeders* as betraying the womanhood solidarity, bothered by their exclusion, or having negative views of masle. Trusted liaisons may help, but such confidence may be hard to form. The liaison could help smooth social abrasion, allowing others to gain meaningful relations with the bonded group.

*Patriarch Breeders* tend to have **Authoritarian (Group-I)** and more often accompanied by *Feminine Females* (especially *Effeminate females*) than associating with other males. Butch females are rebellious to this type of masle and resists the attraction fully, seeing them as arrogant and self centered, while the more feminine female disagree with their notion.

If married, this male has a hard time remaining monogamous (which may not matter in many cultures). Relations with females are strong, long lasting and supporting. If the culture accepts polygyny, they will likely have a harem (should their social standing allow it). See *Harem in the Relation* section of Chapter-EA.

These mannezz tend to be more affectionate with femellas than most other males, taking time for in depth conversation and intimacy (foreplay, copulation, after-play and cuddling). This behavior is criticized by other males as overly catering to females.

This male may have a few long lasting male friends, though not as strong as *Bachelor Pack Males*. The number of good friends is 1D4P + 1/2 Charisma Bonus (as described in the *Relation* section of *Chapter-EA*). *Friendship Strength* will be 2D6 + Charisma Bonus. Casual friends are as common.

Other males may feel threatened by this type and hold some animosity, even try to undermine their position. *Aggressive Chauvinist Bachelor Packed Males* have all the elements of *Aggressive*, *Male Chauvinist* and the *Bachelor Pack Male*, trying to act the part of full patriarch breeder without the understanding of affections with women, having a false superiority view, feeling that women are overly emotional and unpredictable.

**Feminine Female:** A more moderate womanly nature than *Effeminate* and *Butch*. There are no direct adjustments for the character. Within this generalized grouping of females—having the larger population, say 60%—are several types as presented here.

A good number of these femellas are *Self-Absorbed*, seeing themselves as the center of their universe and social environments. Other common traits are *Activists* and *Melodramatic*.

▷ **Devoted Feminine Females** would be the most numerous within the population, and would not normally philanderer around. Add **Bonded Lover** from the *Broad Personality Archetype List* with *Feminine Females* here.

They become attached to their mates, where *Philandering Feminine Female* will not. They are not *Matriarch*, allowing others to guide them, not wishing the responsibility – though may try, if pressured from societal expectations.

These females will have several close and casual female friend, forming coveys, even being within a harem (if not restricted by society).

Selection of a male is usually done as a consensus of the femellas within the covey, with discussions about merits of the male, sorting out those unworthy of their attention. For societies that allows covey-harem practices, though worthy male gain support, where unworthy males do not.

▷ **Philandering Feminine Females** are femellas tending to be more promiscuous. associated with *Bachelor Pack Males*. Though not the more common in females (figure 1 in 6), and often called floozies or tramps, they could provide greater tranquility in Earther societies, if understood and allowed to be who they are. Mark *Philanderer* from the *Broad Personality Archetype* with *Feminine Females* here on the character dossier.

Often, these femellas feel they are committed, though have many conditions their mate would have difficulty meeting in order to coexist, with the male feeling gelded. These females expect to be entertained, admired and honored for their efforts, with the males being attentive for the time together. They would have several males to hook up with. Being noncommittal, they appeal to the *Bachelor Pack Male* for short, unattached intimacy.

If society doesn't readily accept these females, they would pressure males to a singular devotion, creating relations that would not laugh, going from one mate to another, finding it difficult to maintain long-term intimate bonding.

Providing non-binding companionship for *Bachelor Pack Males*, this form of femellas serves societies. These females also benefit from the casual hookups by obtaining gifts from several males who may be in competition for her attention – and could be very profitable for the female. These types of femellas would do well as erotic dancers and prostitutes, should societies see the benefits without constraining views. If shunned, these women moved to black markets without social protections.

Pregnancies amongst these women would usually be with different males. Not expecting commitment, **Philandering Mothers** often would not seek the father, or expect support from them – so not to have such males in their lives long-term.

## Maturity Warning

This next portion contains discussions of *intimacy* and *personal relations*. Readers should be wary of such matters and have a maturity for comprehension.

## ~ Femellas (Group-III) ~

Distinctions from males and femellas have over the decades been blurred, though present at all times.

- Females tend to gather in groups – **Femella Coveys**. Their manner differs greatly from males, hence the term *Covey* instead of *Pack*. There will be a common connection amongst the proupled femellas, such as **Social** (feminine companionship), **Crafts** (sewing, knitting, etc.), **Feminist** (mutual female boosting), **Harem** (associated to a male with possible separate *Coveys* within *Harems*), etc.

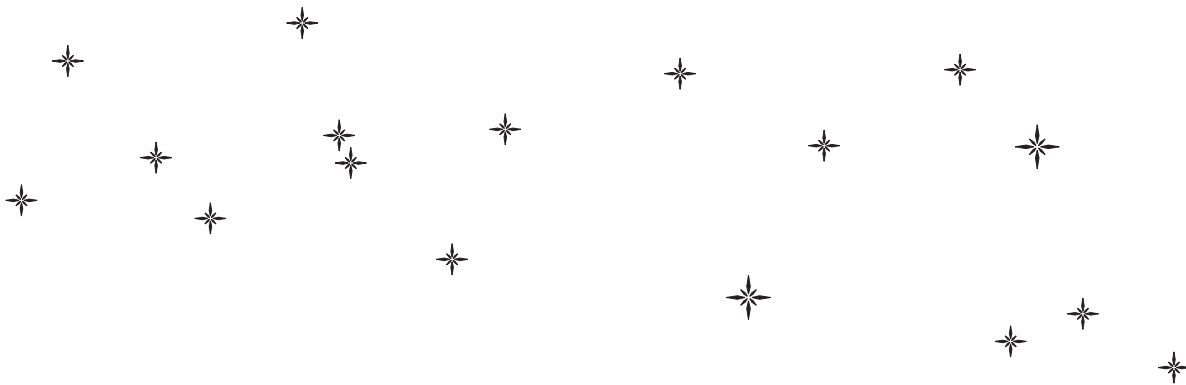
\* \* \*

**Effeminate Female:** Add +300 to *Experience Threshold*; add the *Bonuses of Will Power, Luck and Charisma* to the *Skill Bonus column* for any skill on the *Courtesan Skill Group* (gaining access to the group), add 2 × *Cha* to *Amorousness, Bearing and Vanity*, add 2 × *Con* to *Prolificacy*.

Very feminine attitudes, some may say excessively so, tending to be highly sensitive and sensual. Strong attachment to males and desires marriage. Drawn to *Patriarch Breeder Males*. One reroll for any charisma related skills associated with them.

By their nature, these femellas would be more devoted to their mates and less philandering, usually **Bounded Lover**. Though if they do go fluttering about, they do so looking for the compassionate mate to handle their emotions, and *Philanderer* would be added.

A few could have a natural *Matriarch* side (added from the *Broad Personality Archetype Listing*). They would need a more asserted companion to help control or ward off aggressive *Charlatan Matriarchs*, who would try upstaging or usurp the more suited, yet tender female.



Like *Philandering Males*, these femellas will not become emotionally attached those they are intimate with. They could love them and be affectionate, though not feel deep commitment, generally finding it easy to move on. They would not understand the more *Feminine Female*, even criticizing their emotional attachments, especially if the *Feminine Female* are associated emotionally to a *Bachelor Pack Male*.

With natural competition of behavior and sperm health, offsprings would generally be healthy and vibrant. The philandering act weeds out the weak males prodigy, yet providing released to calm the population. Unhealthy fetuses rarely go to term during natural pregnancies.

**♂ Matriarch Feminine Females** are not common (figure less than 1 in 30), though there are charlatans to be aware of. Natural matriarchs guide and help the femellas, and are not self-centered. They hold a natural leadership quality that cannot be learned, otherwise they are primarily managers. These persons become a guiding element in the female covey or harem.

There could be several in a group, and if comfortable with their nature, will work together well. *Self-Absorbed* females (see *Broad Personality Archetypes area*), especially *Matriarchs*, become disruptive and dangerous to the group, and the group must be wary of this. *Natural Matriarchs* would be very protective of other femellas under their charge.

Most all aspects of *Devoted Feminine Females* are part of the *Matriarch Feminine Female* and are devoted to the covey-harem (with the associated man).

If attached to a *Patriarch Breeder Male*, this would be a *Mistress* within the aggrouped femellas, having one as *Prime Matriarch*.

**Butch Lesbian/Bisexual** projects a more masculine manner, lacking effeminate qualities. Those holding a strict lesbian view tends to avoid social relations with masles. **Butch Bisexuals** would have limited, domineering relations with masles. Overall, *Butch Femates* tends to direct the relations.

**Butch Female:** *Experience Threshold* is lowered by -200; *Prolificacy* is lowered by the *Will Power Bonus*. Any skill on the *Courtesan Skill Group* will have a +2 added to the *Level*.

Tends to act and appear more masculine than other females, including attitude, clothing, hairstyle and grooming. Though not necessarily exclusively lesbian, this type often are and will display female superior attitudes. Drawn to the *Bachelor Pack Males*, if drawn to males at all. This is not a tomboy.

Often solitary, though will form moderate association with female and male, but will generally clash with *Patriarch-Breeder Males*. Any marriage will be like a serious friendship, more than a mate.

These femellas could be devoted to someone as a mate,

and often are, though it would be less of a sexually attachment. Associations would be more of a casual friendship, usually having a domoneering relation, becoming the *Matriarch*.

Like the *Bachelor Pack Male*, these females rather be doing something with others doing the same activities, and not for the close relation. Becoming too attached and expecting with the *Butch Female* may cause them to back away.

**Female-Affectionate Femellas:** Tends to maintain non-intimate affections for femellas, holding a heterosexual view.

**Lesbian/Bisexual Female:** There are many lesbian female Earther sapians and *Bisexual Females* may be the large core group, even if not admitted. Like with the males, this may be a social relation, and less sexual, though for females, it is more acceptable in most culture. See *Sexual Passion* section in this chapter for sexual relationships.

**Bisexual Females** are very common, even though some may resist or overstate their lesbian nature. Socially, the lesbian part of *Bisexual Females* are a bonding element in the coveys (see below).

Femellas in denial of their feminine nature may hold to monogamous views to maintain a façade, often becoming self-absorbed.

Lesbian nature of females differ from the gay bisexual male, and societies are usually more accepting of female-female bonding affections.

In biology, this seems to have a breeding benefit to help women climax when their male mate may be inadequate. This also helps in the overall arousal and stimulation that increases the chance for pregnancy. With polygyny, and in Earther human social behavior, this becomes the harem/covey relation with the male, A Patriotic Breeder.

**Zenana-Bisexual Female:** These females will have close intimate affections with other femellas, as well as masles. Tending to be effeminate, these femellas are more comfortable with other femellas and a Patriarch Breeder.

**Solitary/Loner Female:** Falling into one of the other types, these females tend to not socialize with either gender much, but may favor one over the other. As with *Solitary/Lone Males*, they will rarely marry or be companion with anyone long, preferring to isolate. If married, they may bed seperately or with distinct gap.

## ~ Group - IV ~

This grouping of personalities is in 3 distinct variance, and are related directly to the sympathy each person here for others. Though the social environment may have influences, there are growing evidence that connections within the brain and able some persons to establish more empathy for others, while many lack the capacity.

Distinctions of Earther masles and femellas will differ. Generally, Earther femellas are more empathetic by nature due to the need to care for the fetus and nursed the infant. This most often extends to the carrying of the use. Masles, in contrast, are not as bound to the hearth, allowing them more range for protection of the group and hunting. Ratios are very general and are gender bias.

**Empathy-I:** Lacking empathy; having an approximate population ratio of 1 in 15 for masles; and 1 in 30 for femellas.

Having little to no compassion for others, these people would be self-serving. Within groups and societies, they would function as solitary hunters and warriors, prosecuting attorneys, defense attorney for questionable clients, even doing well as assassins. Though lower nobility of this empathy level could do well as a fighting night, even functioning with the intrigue of court, though would have little care for the ailments and plight of their subjects.

These people would lack affection and sensitivity for others, finding such matters bewildering. Any intimacy would be superficial, having no in depth relationships. People of Empathy-III would be exceedingly frustrating to these people. This level would not become a Patriarch-Breeder.

Because of their lack of empathy, they would be offset from others, having limited social interactions.

**Empathy-II:** Somewhat Empathetic: Most people would have this level of empathy, leaning somewhat more to femellas.

This level would cause the person to consider themselves a bit more than others, though would be sympathetic to severe plights of others. When things are tranquil, those wet this sympathy level would not go out of their way to assist others.

They would function in most fields of society. In militaries, this level is a good balance for officers, allowing them to care for the troops and still hold a steady composition. This also relates to management and nobility. Though they could be excellent attorneys, they would struggle as prosecutors, wondering why some attorneys can sleep when defending more questionable clients. Commission salespeople would have similar struggles.

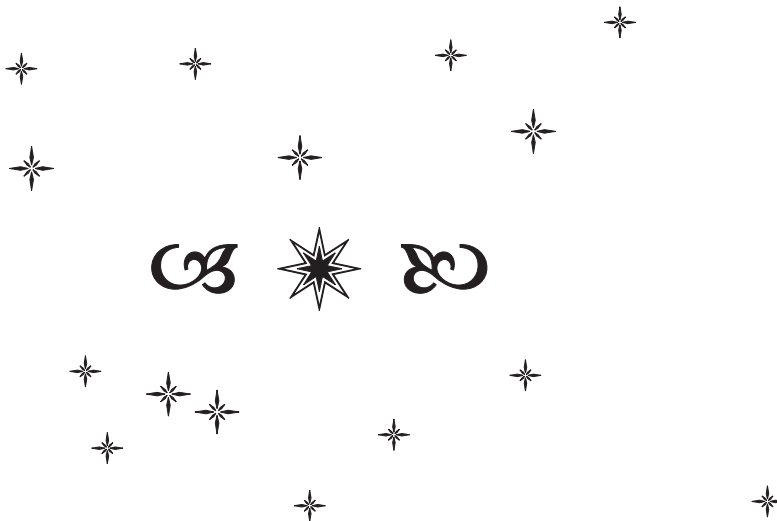
**Empathy-III:** Highly Empathetic; having approximate ratio of 1 in 30 for masles; and 1 in 5 for femellas.

These are the most caring of people, giving more to others than they would take for themselves. For this reason, people take advantage of such persons, especially those from empathy level-I.

These people would make good caregivers, concierge urges, and any such field that helps others. They would struggle as attorneys and commission salespersons, where levels of expectation from management might exceed the benefit of clients and purchasers. Management and nobility having this level would do well for their subjects, if they could function with a trusted confidant to guide them. Sympathetic nobility would be most popular, as long as they don't let it control them.

Being more empathetic enables these people to become more affectionate. With masles, very few have this level of empathy. Most femellas would be frustrated in a more strict monogamous society, wondering why they are struggling through life believing there is a person for them somewhere

Patriarch breeders would have this empathy level, attracting the effeminate femella. None of the empathy grade-I would be able to achieve such bonding. The last empathetic people would not comprehend these people even becoming hostile to them.



## Environmental, Social & Physical Influences

The effects of social and physical aspects could influence the way the character is. Some are presented here.

**Absent/Neglectful Parent/Guardian:** The character may become introverted, insecure, needy, preferring solitude, like company, etc.

**Abusive Parent/Guardian/Sibling:** Depending on the type of abuse and the gender, there are several reaction that may occur, like nervousness, aggressive, shy, bashful, meanness, highly sexual (even females of sexual mistreatment), hopeful, etc.

**Buxom:** The greater the bosom, the greater the effect; and that may cause the femella to become self-conscious, friendly<sup>1</sup>, angry, frustrated, melancholy, sad, depress, aggressive, introvert, extroverted<sup>1</sup>, outgoing<sup>1</sup>, wears loose subdued clothing, wears outlandish clothing<sup>1</sup>, etc. Yes, this is very similar to *Heavy/Thin*.

When hugging, buxom femellas tend to lean into the person to lessen the pressure of their chest on them.

Earther women, especially very buxom femellas, often name their mammae, one for each, or collectively, even refering to them as “my babies,” whether they appreciate them or not. Depending on the self-consciousness and responce from others, they may present them more prevelent. Should they find the rare person who would truly appreciate the fullness, the femella would not build the resistance, enjoying. Some women build an ego around the breast.

**Clingy Parent/Guardian:** Sometimes a mother, father, aunt, nanny, governess or some guardian will be not want to let the person grow or leave the nest. This can make the person rebellious, needy, reliant, caring, etc.

**Clergy Parents/Guardian:** The character may become very faithful to the relion they were raised, or rebel against it (*see appostale in the Broad personality Archtyp portion in this section*). There is little middle ground here. Youth has a reputation of early sexual exploration coming from the higher restrictions.

**Ideal Appearance:** May be prideful, critical of other less so, arrogant, selfish, self involved, over critical about themselves, worried of loosing the look, obsessive, etc.

**Heavy/Thin:** Depending on the culture expectations of the ideal weight of the character, the character may be self-conscious, friendly<sup>1</sup>, angry, frustrated, melancholy, sad, depress, aggressive, introvert, extroverted<sup>1</sup>, outgoing<sup>1</sup>, wearing loose subdued clothing, wears outlandish clothing<sup>1</sup>, etc. These traits are for when the size is not the ideal. *Also see Idea Appearance in this area.*

**Neurotic Parents:** Daughters are more susceptible to gaining similar neurotic behavior from their parent, where son will more likely become rebellious. Both may distrust the mother and other females.

**Overbearing Parents:** Depending on the overall reaction, this could make a person shy, angry, introverted, extroverted, aggressive and even often overbearing themselves.

**Over Protective Parent/Guardian:** The character may become introverted, insecure, needy, preferring solitude, like company, etc.

**Poor:** Some may expect generosities from other, be depress, melancholy, sad, greedy, alcoholic (or other addiction), escapism,

possessive, selfish, angry, needy, etc.

**Wealthy:** May feel others are less worthy or doesn't do enough to better themselves or leaching instead of working. They may be generous, charitable, philanthropy, controlling, arrogant, greedy, worried of loosing the wealth, self-conscious of it (may try playing down the personal wealth), possessive, flaunting, selfish, etc.

1) This may be emotional mechanism to compensate for the lack of social acceptance and criticism they receive. Very buxom women have special qualities. *See Buxom in the Enviremental & Physical Influences in this section.*

## Broad Personality Archetypes

To further shape and enhance the character's personality, here are a few clusters archetypes. After this group, there's even further distinct personalities. With all this, the player and director has much to work with to broaden the personality of characters. Any gender reference is to Earthers and may differ in other species.

Some archetypes are more common than others. To give a very rough indication, this section uses *carets/chevrons* (^) to show commonality; 1 for somewhat common, 2 for more common and 3 would fairly common in Earther cultures. Depending on the species as well as the culture, what is here may not be represented properly. The director may create their own variation lists with in the national profiles.

**Accepting:** See *Passive/Timid and Puppy*.

**Activists^^:** Many people take on causes to have contribution to the community and the society, making it a better place. When it becomes a self-gratifying condition, where it becomes obsessive, then it would be added as a personality trait. Often these people are self-absorbed, conducting the cause to satisfy the need to have the attention, displaying themselves in the process. Conformists may become involved to find a group of people to be part of, though they will follow the lead of others.

**Addicts:** Alcoholic, drug addiction, sex, shopping, being in debt, whatever. The addiction rules their life in some way, making it hard to socialize in any other manner; being the town drunk, street bum, heavy drinking executive, the fun drinking uncles, heavily in debt (continually borrowing from family/friend), etc.

**Aggressive^:** This applies to social and relations, and many would say they are pushy, persistent, etc., engaging with little reservations. An aggressive façade may hide insecurities and other inadequacies.

Many fields (sales, sports, politics, law enforcement, military, etc.) benefits from an aggressive personality, the they need to be tempered, or easily become *Brutish*.

Also see *Passive Aggressive and Passive/Timid*.

**Ambitious:** Those with above normal goals they wish to achieve. These people must have more and better than other people. If they are very motivated in this way, they may be *Highly*, even *Greatly Ambitious*. May be *Competitive*, which has some differences.

Ambitious Zealots (adding both to the character) would be very self-serving, having agendas to elevate their position and the position of the entity that they are part of. They may have less interest in the entity, using it as a way to achieve their personal agenda and game.

See *Pretender for false ambition*.

**Apostate:** One who abandons or rejects a faith, belief style, culture, political views, cause, or even science. Whatever they rejected, they did so with such thoroughness, they became a different person and are no longer able to relate to what they were.

They will see it as a disillusion of where they were and likely see their knew self as enlightenment. This could be anything; an attorney giving up practicing law because it is corrupted; scientist seeing the disconnection with nature and returning to the trees; revolutionist who see the rebels are not better than the ones they were trying to get rid of and may even be worse; a priest realizing that their deity is truly an alien culture; etc. Also see *Zealot*.

**Appeasers:** In order to hold influence or popularity, these people will cater to the others, even if differing in their inner self. Most politicians have this quality, carefully sculpting their presentation to seem as though they are supportive of the varying groups. This also functions in the social environments beyond politics.

**Aristocrat:** See *Caste Superiority*.

**Arrogant:** Many have an inflated self-worth of themselves with little actual achievements to show for such behavior. Often, if they

do present achievements, it is rooted in the works of other people (add *Heister*, if this is so).

**Authoritarian:** See *Educated Puperior-Authoritarian*.

**Bigotry^^:** One fully dedicated to their own kind and way of life, including religion, politics, race, etc., holding an intolerance to anything that may harm their position. Zealot could be blended with this aspect, elevating the intensity to exclude nonrelated views, even to openly reject or eliminate opposition.

**Blue-Collar:** See *Laboring*.

**Boistrous:** A loud, forcefull person, pushing their position by being louder than others. These people are not natural leaders, relying on their volume to gain response. This is often interlaced with Forceful personality traits.

**Bonded Lover:** Has a nature connection with their intimate partner, bonding to them easily and deep. Much more common in females than the males.

This does not restrict bonding to more than one partner, especially for males. If polygyny, polygamy and polyandry are accetable, the parters may be bonded to several. In more restrictive monogamous views, males of this nature bonded to several femellas may be considered a *Womanizer*, though there are differences. Others would see this as non-committal, though the person is committed to them all, just not singularly, as parents of several children are not commit to just one child.

**Braggart:** Use *Pretender*.

**Brutish:** Fitting mannaz/male Earther more, this person is harsh and overbearing, having low Charisma (under 50). They tend to be too abrassive to maintain long lasting or consistant freindships. In th Attempts of affection is not usually received well, reinforcing the related anger in them. Also see *Aggressive*.

**Caregiver:** See *Helper and Provider*.

**Caste Superiority^:** Aristocracy, white-collar and managerial types of persons will often hold the quality of self-importance and superior view over those of lesser social station/standing. Viewing their social position as essential for the holding together of society and the interconnection of culture, these people see their role as critical, and those of lesser social positions should honor their knowledge and efforts to keep the culture intact.

These people often resent the lesser persons for any complaints of unfair treatment, accusing them of not understanding how society functions, so they should capitulate and acquiesce to their superior knowledge.

Any social relations these people will have will be with their caste station/standing, considering any of the same level who interacts socially with a lesser caste as damaging to the social fabric, even deluding the blood of the higher caste.

**Character Assassin:** There is an occupation for this in *Chapter-GA*. For those the personality, thes people will distrust others they feel would achieve things they could not and feel bitter at their own lack of acheivements.

**Charlatan:** People acting contrary to their true nature as a false position in order to elevate their position, or gain prestige or acquisitions. They act the part of another personality to achieve their goals. Mark the true and false personalities separately on the character dossier. These people may have several false representations of themselves.



**Chauvinist^^:** Extreme devotion to the nation, group, gender (not exclusively male), etc., implying superiority. The term has been used in more recent times to indicate male (or female) superiority. If the case, add *Male-/Female-*. For other chauvinist natures, specify the nation or group or whatever the person is devoted.  
*Also see Feminist in this area.*

**Competative (General)^^:** Strives to press the envelope of achievement, being in competition with others, or to excel beyond prior achievements. Does not have to be *Aggressive* to influence others, *Natural Leader* (the leadership skill should reflect this in usual way), decisive, calm, regal, etc.

Though they may be *Ambitious*, the competition may be just for the thrill of the challenge and not for personal glory. *Also see Self-Absorbed for when the competition is about their need for attention.*

**Compliant/Complaisant:** *See Passive/Timid and Puppy.*

**Conflictive:** has qualities within them that are not in tune and are contradicted. The player would choose two or more aspects that oppose each other and play out the conflict within the campaign.

**Conformists^^^:** Will adapt to social normality, expecting others to do the same assisting leadership to maintain the other person's position of authority and are not adaptive. They will be members of organized groups (guilds, unions, churches, etc.), and comply to all aspects of the group.

Because of the society nature, most Earthers fall within this archetype, becoming fully enculturated and indoctrinated into the group/society. The people will also wonder why others do not fit into their sphere of like people, even considering those who are different as deviant.

Though they may declare, "*Each has their right to decide their own lives,*" these people expect others to have more restricted lives, like they do, and should not interfere or to criticize what is normal. It is fine for the conformist to criticize and interfere with the nonconformist, even provoke fear and incarcerating them. After all, *those people are disruptive to society and need to be dealt with.*

Conformist will follow the doctrines of society, no matter who set them or why, shaping their behavior so to fit into the group, accepting the rules as proper doctrine.

They may get into trouble, but wishes to do what is proper and will tend to not repeat the same miss missteps they had done.

They may work to become leaders within the group, but they will always be managers of policy set before them.

*Self-Absorbed* conformists have a greater sense of obligation to the group, and expect recognition for their efforts by the leadership and other members as being supportive to other members.

*Also see Nonconformist.*

**Conformist Manager:** Combine *Conformist* with *Procedural Officer*, often having tendencies to *Domineering/Controller*. This is a common style of management, where they accept social abnormalities, propagating it for their benefit and gain. *Heisters* and *Educated Superior-Authoritarian* is also a common trait for these people.

**Controller:** *See Domineering/Controller.*

**Creator:** Strives to produce things; artist, craftsman, sculpture, writer, novelist, poet, etc.

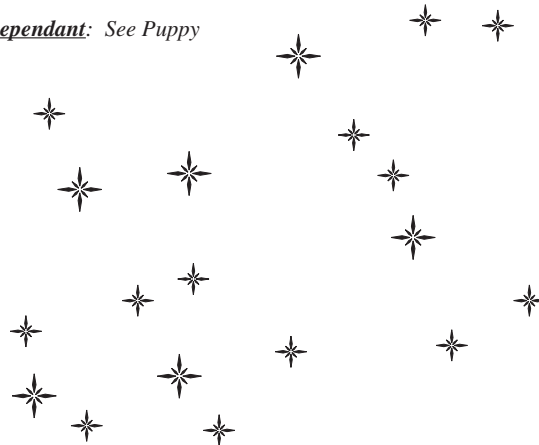
**Credit Hog:** *See Heister.*

**Deciever^^:** Manipulates others in deceptive ways to gain advantage, sometimes making people believe they are willing and benefiting equally. 'Win-Win' would be one of their favorite lines.

**Dedicated Parent^:** Attentive to the needs of the children. This may become domineering and clingy. *Fits with Provider.*

**Dedicated Spouse^:** Attentive to the needs of the spouse. Dominant characters will be protective and supportive, while weaker one will be serving.

**Dependant:** *See Puppy*



**Domineering/Controller^^:** Act as *Authoritarian (Group-I)*, but lack the true nature of the position. These persons press their leadership role through aggressive application, becoming upset at challenges, especially when others are more recognize as leaders. This may blend with *Social Manager*. Projects their importance and/or knowledge to whoever will listen, forcing listeners if they have to.

Preferring submissive/compliant friends and companions, those having this personality consider themselves as strong. Other would view them more *quarrelsome, antagonistic, belligerent, caustic, critical, even mean spirited.*

Tending to be *bullies*, pushing themselves into positions that don't suit them, forcing for personal gain, they demand respect for no actual confidence, relying on others to accomplish results that these people take claim to (*Heisters*).

For *Domineering Females*, this attitude tend to be directed more to masles. *Prime Females* differs from this in that she feels the need to control people, especially males; viewing her position as a right of superiority. *Domineering Males* apply dominance over everyone, male and female in more equal parts.

If unable to control a person, she'll find it extremely difficult to accept any superior quality and undermine them any chance she gets. Criticizing the male may include laziness, unwillingness to do traditional feminine tasks (expecting the male to do the traditional male tasks they themselves will not do), critical of any accomplishment by the male not matter how good it is. Tend to micromanage.

If attached to a male, they are controlling, often to the point where the male would be metaphorically gelded. Low willed males will appreciate the apparent strength.

May use *Passive Aggressive* behavior to achieve their role.

**Drama Queen/King:** *See Melodramatic.*

**Duelist^:** Places a façade to the world that does not represent the core personality. Create a contradicting side of the character that is hidden from most other people. Some will see that side fully or occasionally.

**Education Superior-Authoritarian^^:** Though thriving for leadership roles, they are not *Natural Leaders*. Instead, they manipulating and force themselves into authority positions presenting themselves as worthy, due to their education. They would function adequately as managers, as long as things run smoothly and they have support.

**Self-Absorbed Pack Males or Domineering Pack Males** (from the *Core Personality Group-III* portion of this section) would be added.

Their education gives them superior status others are to accept. They would reject countering views. After all, these people spent a lot of time being taught by others with credits to their name, and that time must mean something.

They will also dismiss other people's education as inferior, no matter where they obtained it, especially if it is from an earlier time, seeing it as outdated. Younger characters with this personality would likely have **Founder Syndrome** as well. In all forms, they will dismiss life experience as faulty.

Demands others to capitulate to their will, and accept their superior education they received. The better their grades were the greater their view of their authority. How could people who did not do as well in classes, or have less education, be better than they are? These people function on taught principles, and are not creative. They have harder time grasping concepts beyond what they were taught. If not part of the classes or comprehended publications, it must be faulty.

These people conform to society they were educated in, and struggle against people who bring concepts that may change it, seeing it as disruptive and dangerous. Other concepts, even if superior, are rejected for their strange, foreign nature.

Change is hard to take for these people. Internally, these personal are aware that if society around them shift from what they were taught as proper, they have to relearn a knew a way, a very uncomfortable prospect. They spent a lot of time learning what they know, even expending money to do so. For that reason, they would resist changes.

Should their environment change, they will tell others how it was better in the past, no matter the new evidence to the contrary. Because they hold onto the past, their adaptation to new environments is slower, and they become bitter for it.

Also see *Boisterous, Caste Superiority, Heister, Procedural Officer and Supreme Ego*.

**Empathetic^:** Has a great sense of feelings and emotions of other people and animals, caring for their well-being. These characters take effort to ensure others are satisfied for the good of the other person, not for their own gain. These people are often exploited by those with *Self-Absorbed* nature.

**Empty Promises:** See *Charlatan, Heister and Pretender*.

**Entrepreneur:** Highly motivated to business ventures and owning their own companies. They may have partners.

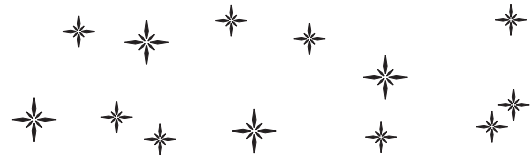
**Environmentalists:** See *activists*.

**Family Oriented^:** Most all the activities are done in support of the family, even if they are separated from the family.

**Fanatic:** A zealot of their view, tending to project them on other. This could be faiths, political, social or some other area. Very dedicated to an entity, usually one related to religion, use the thought of as being fanatical. May be combined with *Bigotry* and *Conformist*. Also see *Chauvinist* in this area. *Blending Ambitious with this may create a very self-serving personality*.

**Feminist (female):** Views female quality as superior, declaring equal rights, not acknowledging contributions of males, implying males as qualities as disruptive to society, reacquiring control, scaled beyond equality. Advantages is seen as needed for compensations, and anyone opposing their superiority as [*Female-*] *Chauvinist*.

For feminine, use *Feminine Female* or *Effeminate Female* in the *Group-III* portion earlier in this area.



**Fickle Lover^:** Unable to commit to a lover for long and would never be a *Bonded Lover*. Males/females may seem *Womanizers/Manizer*, but there are differences, mainly in attitudes. Fickle people lack commitment for a variety of reasons, though may wish to bond more, just not capable of it.

They may return to the same females for a time, but not stay long. This male will have to have a fairly high *Charisma, Seduction/Flirting* and other social skills in order to woo their conquest.

**Flirt/Floozy:** See *Philanderer*.

**Forceful (Forced Alphas):** Combine *Domineering/Controller* with *Procedural Officers*, possibly adding *Educated Superior-Authoritarian*, becoming a person forcing their position on others as a view of their own superiority.

**Founders Syndrome^:** The character feels they are superior than the well established authority (the founders) or older generation because they think the authority is out of touch with changes, evolution and current developments, discounting experience, and that they themselves should be in charge instead. They may use that reasoning for their own strive to gain authority positions. They may resort to character assassination to gain authority.

This differs from **Founders Effect**, which involves generations of a small population and genetic diversity. See *Medical section of Chapter-AD* for other details.

**Freethinker:** See *Nonconformist* in this area.

**Glory Seeker:** See *Self-Absorbed*.

**Heister^^:** Aka **Credit Hogs**, these persons differs from **Plagiarist**, these persons claims credit of the efforts of others by justifying authority over it, often feeling it is a sign of good leadership, that it was their influence that made the achievement or some excuse.

*Heisters* are not able to accept accomplishment of others, feeling they have to exceed everyone in all areas. Other people's contribution is of lesser value, rejecting or diminishing the work of others which they cannot claim as their own.

*Heisters* are usually *Highly Ambitious* with fast pace *Upward Mobile* drives that leaves casualties in their wake. This motivation would be an "empty ambition," since there is no true personal contribution, relying on others to have the concepts (called advisers, consultants, etc.). *Heisters* would need other people to manifest the concepts and yet others to progress them (workers, employees, etc.), declaring the process as *good management*. They are counter to *Natural Leader*, though *Procedural Officer* would fit.

Also see *Educated Suprior-Autharitarian, Peti-Heister, Plagiarist, Saboteur, Self-Absorbed and Swindler*.

**Helper/Nurturer^:** Generous with what they have and assists where they can. *Provider* may be more restrictive to the group they are in, where *Helper* tends to reach out more to outsiders. Both may be in the person's manner. *Philanthropist* may be blended with this.

Differing from *Protector*, these people strive to assist others, taking care of their needs, even to the level of becoming a crutch. They won't intervene against aggressors, unless they have the *Protector* instinct, and these people can become extremely controlling with no empathy for the "lesser."



**Highly Ambitious:** See *Ambitious*.

**High Society:** These persons have the capacity to function in the upper echelon of cultures, often displaying qualities of Domineering, Narcissist, Philanthropist and Self-absorbed. Also see Laboring and Mid-Functionary.

**Idealist**<sup>^</sup>: Strives for a better utopian society – or what they see as a better utopian society. The social concept of a better world is a personal view and may be of other cultures they wish to integrate into their own or some concept they discovered or considered.

Idealists will be countered by most people of not understanding the vision placed before them. Most people hold onto the ways they were raised and resist those who may counter those beliefs and elements their society, even as they complain of them themselves. Others see idealists are *Antisocial* or disruptive to the tranquility of “normal peoples” live and wonder why they wish to change the way things are, since those without the vision are doing well within it.

Those against the *Idealist* may feel threatened by them, worrying of the their own loss in society, whether personal station, status, property, possessions or wealth.

**Intimacy Mentor:** Able to draw out deep sensual passion from those they are affectionate with. They will have high *Seduction/Flirting, Sex and Instruction* skills (40+).

People may seek these people to help with sensual issues, such as emotional infidelity, general infidelity, rape recovery, child abuse recovery, emotional/physical discomfort<sup>1</sup>, youthful intimacy, post mastectomy or breast reduction trauma, buxom<sup>2</sup> social response, etc. This person would act as a sex counselor/therapist, helping increase greater passion, and may have been recommended by others. Some parents may bring their offspring to such a mentor for intimate education, such as the father taking the Sons to an experienced prostitute.

**Laboring:** Many so-called blue-collar and rednecks have this quality. The “working caste,” these persons feel that since they do the work, they hold the society together and deserve more of any benefits allocated to the populace, holding grudges against those with higher standing and superior privileges.

Often becoming bitter to those who seem to have more than they, or to those of higher social station/standing, often feeling those people are unworthy of the privileges and they do not do the harder work, bad mouthing them in a private, rarely being open about it to the higher station/standing. Alcoholism and smoking is very common amongst this attitude. They will also become argumentative with anyone holding different views.

Will shun relations with caste superiority (aristocracy, white-collar, managerial, etc.) and discourage others of the laboring views to have relations outside this quality, reinforcing the caste divide. Male sensual relations is usually crude and simple, with little ceremony, wondering what the deal is with women and the sensitivity they feel. Laboring females will still want to be wooed and cared for.

**Leach**<sup>^^</sup>: Mooches of friends, relatives, etc., taking advantage of generosity and government assistance. *Welfare mothers*.

**Leader:** See *Natural Leader, Conformist Manager and Procedural Officer*

**Lecher**<sup>^</sup>: One with lustful desires, and seen by many as overbearing desires, though this judgement depends on cultural views. *Philanderer* may be tagged with this as well.

**Libertine:** Having view of full personal freedom, rejecting undesired constraints (moral or otherwise). Tends to ignore or spurn established practices or morals of the society, setting their pleasures and paramount.

**Loudest:** See *boisterous*.

**Macho (male)**<sup>^</sup>: Displaying a high masculinity image, projecting a self dominance over others. Often, this is a façade. If natural, this male may have Authoritarian (Alpha, Type-A) associated with them (located under Group-I, in the Core Personality Groups). If not natural the rebellious entry in Group-I is likely to apply. The Laboring aspect in this area may also fit the personality.

**Managerial:** See *Educated Superiority, Heister, Natural Leader and Procedural Officer*.

**Manipulator:** Controls others by manipulating them, or by effecting people or events around them, becoming frustrated or irritated by those resistive to their ways.

**Managerial:** See *Caste Superiority*.

**Matriarch:** See *Prime Female*.

**Melodramatic:** Inflates a situation for attention as a habit, usually to instill sympathy from others. Self-absorbed people do this to center focus on them.

**Mentoring:** Instructive to others, sharing their knowledge, teaching what they know and experienced.

Also see *Passion Mentoring*.

**Mid-Functionaries:** Operates as a conduit from the authority to the rest of the social structure, needing the true leadership of others. Virtually all capable managers are this type of personality, able to guide others as long as they have clear directives to follow. Their skills and management abilities will indicate their efficiency.

**Name Dropper:** Expresses connections to socially elevated people as friends to show status superiority.

**Narcissist:** Though *Self-Absorbed*, a narcissist holds a self-reflected love for themselves, including behavior and appearance, constantly refining aspects to suit a view they have, at the neglect of others. How other people perceive them is important. They may not have the need for attention, or be the center of the social arena, though they do not wish to be seen as substandard or in adequate in what they hold as their strengths.

**Natural Alpha:** See *Natural Leader*.

**Natural Leader:** Has the innate ability to guide people in situations. *Natural Leaders* are comfortable in finding suitable roles for those around them, applying strength and understanding weakness. They may be considered *Natural Alphas*, where *Procedural Officers* would be *Forced Alphas* (having to impose themselves).

These people have a calmer manner others would find trusting. The person would have to be trustable and honest. Their Charisma would be 60+.

Differing from *Educated Superiority* or *Procedural Officer*, this person has a deeper understanding of people and draws more from them without intimidation of threats. *Heister* are threatened by *Natural Leader* and will undermine their authority.

Also see *Conformist Manager, Heister Manipulator and Mid-Functionaries*.

**Needy:** See *Puppy*.



- 1) These discomforts could be anything from unstable emotion, inability for arousal (impotence), diminutive chested women feeling inadequate, men lacking endowment feeling inadequate, buxom women who are unable to appreciate what they have, etc.
- 2) Very buxom women have special qualities. See *Buxom in the Enviromental & Physical Influences in this section*.

**Nonconformist:** Sees social normality as restrictive and not part of true liberty. These people are the bane of conformist, since they are more truly free thinking, living their lives as they view best. Wrestles with those who'll have them fit in society, even becoming the focus of legal matters by those who will try to force conformity to the nonconformist. Of course, this is the opposite of *Conformist*.

**Nurturer:** See *Helper/Nurturer*.

**Opportunist^^:** takes advantage of anything that would benefit them, progressing their agenda and avenue to success.

**Passion Mentoring:** See *Intimacy Mentor in this area*.

**Passive Aggressive:** Not out front with their dislikes, becoming disruptive privately. This manner fits with those who are partially *Passive* or *Timid*, but that underlying aggression is festering.

These people may be *Puppy* like, or have *Petty Heister* qualities as well.

**Passive/Timid:** Compliant and complacent to established authority and contemporary views (some may say weak minded), accepting and conforming to what most people around them seem to believe, with the assumption it is correct and proper. They would be shy, preferring dominant friends and companions. These people may have *Passive Aggressive* tendencies, if feeling diminished by this part of them, they may even form and aggressive façade to overcompensate for their perceived weakness.

**Patriarch:** Use *Domineering* or *Natural Leader*.

**Peti-Heister:** Like *Heister*, this person will try taking credit for the efforts of others, but are usually not in a position to do so. They may not have the mental capacity or creativity to shift the efforts to their credit.

They may become *Saboteurs* to undermine others, so they seem better than they are. Though *Ambitious*, these people do not have the skills to succeed, so become bitter at the achievement of others. They may be *Name Droppers*, holding connection to superior people as though there is a friendship.

**Philanderer:** Amorous character (male or female) who considerably intimate with their desired types. Depending on views, this may gain the titles of cheater, tramp, floozie, sex fiend, etc. They may just flirt, not advancing to sexual act.

Another set of labels include flirt, seducer, heartbreaker, lecher (see *separately*), hustler, player, womanizer, ladies' man, skirt chaser, stud, wolf, lady-killer, Casanova, Don Juan, Romeo, Lothario, gigolo, manizer, maneater. These people go through the motions to attract partners for their personal pleasures, but has little intention to hold a relation with them. Both genders has these.

Multiple partner *Bonded Lover* may seem like *Philanderer* to some, as they are supporting and loving to several partners, though *Philanderers* would not care for the partners beyond personal gratification.

*Philanderers* feel the wooing as a conquest, seeing the target as a trophy and has little empathy or caring for them beyond that. They may desire bragging rights, should they feel they have to impress others. Their seemingly lack of sympathy for the woman's emotions, making this personality seem callous.

They may also be a *Lecherous*. *Fickle Lovers* may seem like this as well, but they just have problems with commitment.

**Philanthropist:** Having an overall love for mankind, those of this nature are inclined to improve the well-being of others in charitable acts of kindness. True philanthropist will not have a self-serving element upon this. Wealthy *Self-Absorbed* persons could use this as a way to gain attention.

Many wealthy persons (and businesses they may act though) may seem to have this nature, the political, social and economic appearance of being helpful, feeds into their agenda (tax rightoffs). If that is the case this becomes a façade, with an underlying

personality more greedy.

If truly philanthropist, the generosity may often be done privately and anonymously. Provider and *Helper/Helper* may be blended with this.

**Plagiarizist^:** A person who claims the efforts of others as their own. This is the full theft of the work (art or otherwise) and differs from *Heister*.

**Politician:** Often *Heisters* and *Procedural Officers*.

**Popular^:** People tend to gravitate to them, and they may be a *Socialite* to widen the connections with them. Social relations are often a popularity contest with people, and they equate being popular with social influence and success. Most popular people will conform to the social medium – the lowest common denominator. In this way they appeal to a greater number of people.

The character tracks friends easily. They should have a high charisma (70+) and relatively high beauty (60+), with a combination of 130+ (even if one is lower than shown here). These people may have lots of friends, though very few (if any) would be close, since limit the number of friends and the time distribution to the friends would not build close bonds. Also, friendships do not equate to broad scope social influence.

**Pretender:** Though all role players are pretenders, as a personality trait, this depicts people who projects a desire of effort to create achievements, giving empty promises, or claim progression on projects they are unable to produce, having no actual accomplishments. This could refer to as *Braggart*.

Pretenders are great at saying, "I'm going to create [something]" or "Someday I'll do/go [something/somewhere]," or the sort. It's all empty promises. They will forgo working on valid achievements of others, so to pursue these personal directions, yet not giving effort to their own perceived goals.

These people are not *Heisters*. They won't take claim to other people's work. They have their own goals. They may be *Ambitious*, but not dedicated to do the work needed, finding distractions everywhere, seeming to be a false ambition. They are all talk without action, or what little action there is, lacks momentum. They may start on the project, only to find fault that they scrap completely and restart. They will exaggerate what little progress there is.

**Prime Female:** Often referred to as *Matriarch*, they are more natural shepherds to other females within the covey (group); looking after, guiding, chaperoning and supporting them. If attached to a *Patriarch-Breeder Male*, they would be a prevailing female of the aggrouped females. In larger settings (such as corporations or harems), there may be several prime females and they would be ranked in their association.

**Prime Males** would be the *Patriarchs*. Treat as *Domineering* or *Natural Leader* unless these qualities fit more.

**Procedural Officer:** This managing style person apply what was formally learned as a form of leadership, feeling they have proper. This is counter to *Natural Leader*, though blends well with *Domineering/Controller*, *Educated Superiority*, *Heister*, *High Ambitious* and *Social Manager*.

**Protector:** The character will defend others. This would be complimentary to a career of the military, law enforcement, etc., or just be the way they are about their family, friends, clan, tribe, etc. The innate nature of *Protectors* enables them to intervene when lesser people or groups of people are being harassed, ridiculed or endangered in any way.

It is easy for these people to become overprotective and forceful. If associated with *Educated Superior-Authoritarian* (not *Natural Leader*), it is easy for them to become belligerent.

Also see *Helper/Nurture* and *Saboteur*.

**Provider:** Ensures those in their care have what they need. *This may be matched with Domineering, even Chauvinistic, and fits Helper and Philanthropist.*

**Psychopath:** Obsessed with something, usually anti-social. Kleptomaniac, serial killer, child molester, sex fiend. *See Sociopathic in the Mental Conditions section.*

**Puppy:** Attaches to a person, pandering to the needs. Seeming to need motherly care more than anything. They are needy and dependant of attention and praise from the one they attached to. They tend to be associated to only one person to care for them, since having more may cause a conflict of attention and that may become confusing to them. Their partner needs to be more *Domineering*, and likely is also *Helper/Hurturer*.

They are often *Moody*, *Leach* and *Passive Aggressive*, though could be fully *Passive/Timid*. The *Solitary/Loner Male* in the Group-III Personality portion of this section could have this manner.

**Rebellious:** Fights against the established authority. They may just be frustrated of not being in authority, or have legitimate reasons of the dissatisfaction.

*Also see Vanquished.*

**Redneck:** *See Laboring.*

**Regal/Noble:** Though some view this as arrogance, a truly *Regal/Noble* person has a non-forceful nature, even attracting respect without effort. This manner is not necessarily trimmed, well-groomed, outgoing or overtly courageous; it's a presentation of their true confidence in their convictions and position. There is no forceful *Domineering/Controlling* aspects presented here either.

**Rioters:** For personal gain, these people feed the anxieties of others to guide growing discontent application against another group of people. This could be done through social, ideological, theological, national, ethnicity or other distinctions – often becoming violent. If successful, these will become known as revolutionaries for the just cause of whatever they are writing about, otherwise they are viewed as *antagonists*.

**Saboteur:** Generally disruptive of other people's achievements, these people undermine, block or in any means limit the efforts of others in order to see superior. Lacking their own true achievements, they reduce the achievement of others. This is a form of failed *Heister*.

**Self-Absorbed/Expectant (Selfish)^^^:** These characters see themselves as the center of their universe (*Self-Centered*), craving attention. They feel activities are wrapped around themselves and others should cater to their desires. There are a few distinct qualities between the *Self-Absorbed* and *Self-Expectant* persons.

An even more selfish version of these people are *Self-Expectant*, believing that their mere existence deserves the admiration of others. Even though *Self-Expectant* people lack appreciable contribution to the community, family or group, they see themselves much grander. Their maladies – whether actual or perceived – are often used as excuses for their lesser contribution, and the need for others to give support.

In the view of *Self-Expectant* persons, what little they do is more important than what others may accomplish, and people must ensure to their comfort for that petty effort. The *Self-Expectant* are *Petty-Heisters*, diminishing the efforts of others, should they even recognize the contribution at all.

*Self-Absorbed/Expecting* persons are competitive in possessions and attention. *Self-Absorbed* may present a generous

façade, though the observed generosity is self serving and they expect a stronger return for their effort. *Self-Expectant* person will not have a generous side, no matter how it may benefit them.

Though these people may appear to be *Empathetic*, they are only going through the motions for the attention, but that's as far as it would go they are usually too involved with their own progress then to be sympathetic to others. Those others could get something the character didn't, and that often creates the seat on this character's role.

Could be *self-righteous*, if taken to a high pressuring level, where they force their views on others.

Feels they are better and others should follow their lead and direction, if greatly so, add supreme ego.

*Glory seekers/hounds* are *Self-Absorbed Competitors* who work to be better than others, or more often situate themselves to be around, so they could take credit (in part or full) of achievements done by others as though they were personally contributing. True *Competitors* don't need an audience or fanfare, though they still would be proud of the achievement and would like simple recognition.

Some become *Socialites* and *Social Gardeners* to form connections with people to satisfy their need for attention. Many more become *Activists*, *Philanthropists* (if wealthy), *Melodramatic*, and *Helpers/Nurturer* to project themselves for people to see.

*Counter to Helper. Also see Narcist.*

**Sex Therapist:** *See Intimacy Mentor.*

**Social Gardener:** Someone who works at building and flourishing relations in social settings and bonds between people.

**Socialite:** Wishing to be active with people, meeting and mingling with them. Likes parties, picnics, barbecue, clubbing, pub/tavern hopping and other social activities.

*Also see Antisocial.*

**Social Manager:** Acts as the director in the social affairs of others, viewing themselves as able to organize relations and events. May blend well with *Domineering/Controller* and *Procedural Officers*.

**Social Pioneer/Pathfinder:** Finds contemporary social interaction flawed, restrictive, narrow, mediocre or unsuitable in some manner, striving to discover greater, stronger, more satisfying bonding.

People settled and comfortable within their conventional social views would likely feel threatened, limited and hindered by the *Social Pioneer/Pathfinder*, holding to what they are comfortable and familiar with, disregarding other possibilities that these "errant people" are looking for..

**Supreme Ego (Egotist):** Has a high, superior view of themselves and their achievements, rejecting or reducing the value the accomplishments of others. Avoids areas they have little knowledge, since it shows their true limitations. With that avoidance, they dislike new things, which needs time to figure out, so puzzles could be problematic, unless they are familiar with style.

They tend to be deeply selfishness, expecting more for themselves than others, having little regard for the community if others in it benefits as much or, even worst, more than they do.

This fits *Educated Superiority* and these type are usually well educated with high learning ability. They have to know more than other, at least, they perceived greater knowledge.

Boredom comes easily and they tend to do as they wish, even to *Libertine* level, as feel others should do things with them and their way, after all, they are superior and should be followed.

**Swindler:** A number of people (figure around 1% of the population) are considered psychotic in some way. Most all of them are socially connected with society. Many of them have little or no swindling people out of their hard earned achievement (money, prestige, etc.). Swindlers may function in many ways, including inflating promises or arranging scams. People of this nature would thrive in a variety of career paths; such as salesperson, evangelists/priests, politicians, thieves, attorneys, marketers, bankers, stock traders, etc.

Have a self-centered view, an non-empathetic to others, having a disconnection of the emotions of other people. They will strive for greater personal gain, disregarding possible harm to others.

Swindlers may just be *Selfish*. However, they may be *Antisocial* as well, having declined compassion for others, lacking guilty response for what they do. This could become quite severe. Also see *Sociopathic* in the *Mental Conditions* section on this chapter for *antisocial personality disorder*.

Also see *Heister*.

**Talker:** See *Pretender*.

**Timid:** See *Passive/Timid*.

**Tomboy Female:** Not a butch or effeminate female, as described in Group-III, these females act in many ways as boys or men, playing rougher, yet hold a certain amount of feminine qualities. They will most often be slender and dress in masculine clothes, but would not be mistaken for a boy or man. They would not attract patriarch-breeder male, though they may find good company with bachelor pack males. If they are lesbian or bisexual, they may have a hard time relating to butch females, preferring to the more feminine woman.

**Tramp:** See *Philanderer*.

**Upward Mobile:** If young, they may take or be titles Yuppy. These people are motivated for great achievements and hold a lifestyle to get them there, conforming in every way to bring attention to their willingness to be superior, helping those above to gain favor, undermining those to the sides and stepping on those they see as under them.

**Vanquished:** May have been rebellious in the past, this person has succumb to the pleasures of the those around them, accepting what is told to believe, even becoming a fervent support and defender of the established views (*Fanatic*). This could be the acceptance of the popular social principles, politics, faith, etc., having grown tired of not being allowed to practice their core views. If this wears done, they may become rebellious.

**Weak Minded:** See *Passive/Timid* in this are.

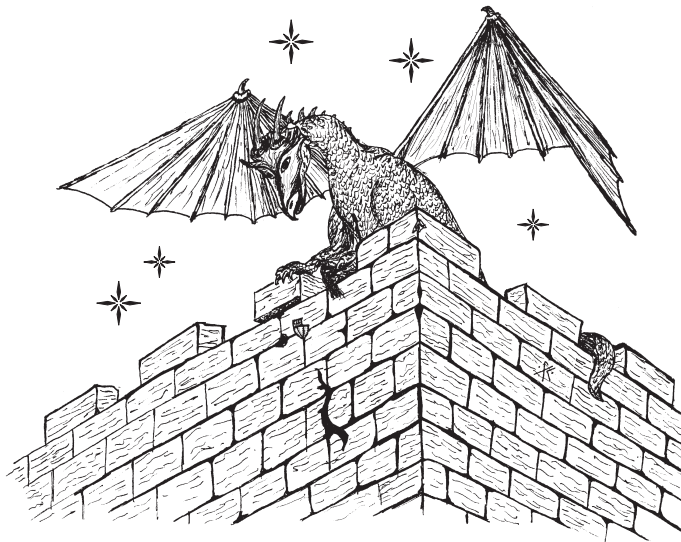
**Weiner^^:** Many people complain about virtually everything, acting on self-interests, paranoia and such. When they are in confrontations with others, these people would inform those in authority of the inferior nature of the other person, degrading them in order to seem more worthy. As the *Weiner* gets farther socially with their complaints, they continue to do so.

**White-Collar:** See *caste superiority*.

**Wishy-Washy:** A person who has difficulty in committing, changing their views as they feel, tending to be contradictive. They love the "It's my prerogative to change my mind" statement.

**Womanizer/Manizer:** See *Philanderer*.

**Zealot:** See *Fanatic*.





## Distinct Personality Traits

The following roll lists have a good amount of personality traits to choose or roll from, adding to the Core and Archtypes. Some of these are in the other areas as well. One may peruse the list and mark what seems fitting or roll as desired, mixing random roles with chosen trait. Stop as soon as you feel the character has enough personality. If random, choose any chart to start on, then roll 1D30.

### Distinct Trait - 1

1D30 each roll; choose one entry per roll

- 1) Sensual, confident, corruptible, loaner, chauvinist<sup>1</sup>
- 2) Lenient, twirls hair, unable to accept compliments
- 3) Tapping/strumming, trusting, judges people by their income
- 4) Searching of a lost friend, filthy, prolific lover, mysterious
- 5) Paranoid, angry, motivated by women/men, money/wealth
- 6) Submissive, stammering speech, gentle, quick judgement
- 7) Arrogant, modest, relish mayhem, binge drinking (alcoholic)
- 8) Lecherous, vulgar, lawful stupid, constantly uses names
- 9) Like practical jokes, worldly<sup>2</sup>, exaggerated hand movement
- 10) Mean spirited, barbaric, obsessed with social status, nervousness
- 11) Chews food noisily, bashful, violent eruption, clean, bashful
- 12) Crotchety, analytical, social climber, fair sportsman, overbearing
- 13) Chews fingernails, immature, talks to self, aesthetic, butch
- 14) Workaholic, forgetful, feminine, charitable, scholarly
- 15) Wild experiences, chaotic weird, gambler, terse, masculine
- 16) Liked by most, acts busy (but is usually not), competitive
- 17) Sore loser; becoming angry, chaotic greedy, curt, high spirited
- 18) Psychopathic, compassionate, does not take baths<sup>3</sup>, reliant
- 19) Egotistical, whiner, disorganized, drug addiction, feminine
- 20) Promiscuous, nagging, chauvinist<sup>1</sup>, moral, talks fast
- 21+) To Distinct Traits 1D30

### Distinct Trait - 2

1D30 each roll; choose one entry per roll

- 1) Cool headed, self-protective, frugal, chivalrous, bores easily
- 2) Patient, maladroitness, safety conscious extrovert, boisterous
- 3) Psychopathic, strong sense of duty, awful good, saintly
- 4) Passion for food, dislikes any who thinks differently, cruel
- 5) Courageous, sarcastic, bland/plain, cheerful, agreeable
- 6) Energetic, bold nature, compulsive spender/buyer
- 7) Imaginative, dedicated to duty, hoards food, hateful, rude
- 8) Thoughtful, drinks a lot, eats a lot, drinks-casually, pert
- 9) Searching of the one true love, cowardly, moody, hoyden
- 10) Recovering alcoholic, likes carousing, very safety conscious
- 11) Integrity-high, trend follower, exaggerates, negative
- 12) Charity work, no appetite, thrives for power/influence
- 13) Hoards items, consider bathing against nature, peevish
- 14) Calculating, stately, sexual, fun loving, nervous, refined
- 15) Live for covert plots, blushes easily, unscrupulous
- 16) Chews gum noisily, gullible, loves intrigue, scratches a lot
- 17) Happy, hysterical, lustful, does not use soap<sup>3</sup>, creative
- 18) Regal, paces when talking, prefers saying busy
- 19) Revenge, masculine, sarcastic, bossy, friendly, punctual
- 20) Recovering alcoholic, emotional, weak willed, optimistic
- 21+) To Distinct Traits 1D30

### Distinct Trait - 3

1D30 each roll; choose one entry per roll

- 1) Chivalrous, has a strong accent, urbane/cultured

- 2) Mournful, unkempt, tugs on beard /mustache, rebellious
- 3) Outlandish, extravagant, over zealous, unemotional
- 4) Prosaic/straightforward, giggles a lot, trustworthy
- 5) Generous, manipulative, argumentative, rash, apathetic
- 6) Paces when nervous, callus (seems cold blooded)
- 7) Deep-rooted sadness, easy mannered, vigorous, greedy
- 8) Quiet spoken, goal oriented, ceremonial, calming influence
- 9) Graceful, perverted, prefers older people, avoids attention
- 10) Picky, craves specific food/drink, bad mannered
- 11) Diabolical, temperamental, enjoys sensual pleasure
- 12) Adores the father/mother/relation, distrusts men/women
- 13) Procrastinator productive, sentimental about something
- 14) Voyeuristic, chaotic ignorant, situational ethic, collected
- 15) No personal gain beyond pleasure of mayhem/chaos
- 16) Tempered/controlled ambition, sarcastic, gallant, shy
- 17) Hot tempered, blasphemous, joker, workaholic, mean
- 18) Selfless, clever, passion for alcohol, over cautious
- 19) Interrupts a lot, relishes chaos, lustful, virtuous
- 20) Perfectionist, rambunctious, strong hand shake (-3 D-Mod)
- 21+) To Distinct Traits 1D30

### Distinct Trait - 4

1D30 each roll; choose one entry per roll

- 1) Has serious dislikes, brags, low self esteem, unstable
- 2) Decisive, paces when thinking, avoiding commitments
- 3) Dedicated to the mission, obstinate, frowns allot
- 4) Industrious, compulsive self inflicted pain, ambitious
- 5) Cultured, takes credit for other people's achievements
- 6) Truthful, abstains/denies self of something, active, lazy
- 7) Insomnia, nibbles all day (no large meals)
- 8) Touches a lot during conversations, enthusiastic
- 9) Insane (mental health issue), social drinker (alcoholic)
- 10) Restless, name dropper (tend to overexaggerate the relation)
- 11) Repeats names a lot during conversations, eats dirt
- 12) Power/influence, disordered, use sex to gain favors
- 13) Drums/taps fingers, cranky, fidgets with hair, highly sexual
- 14) Addicted to sex, relishes death, relishes destruction
- 15) Alcoholic, compulsive self inflicted cutting, flighty
- 16) Passion for food type, calm, awful evil<sup>1</sup>, antisocial alcoholic
- 17) Warm hearted, talks a lot
- 18) Motivated by duty, talks fast, loyal to someone/something
- 19) Enjoyed manipulating the darker side of people, preys a lot
- 20) Twiddles thumbs, perky, does not wash, neutral, outspoken
- 21+) To Distinct Traits 1D30

1) This is assuming the society is not patriarch where chauvinism is a natural manner and common place—, And that the use of the word is of male pride for men. This may imply pride of any group, even female and nationalities.

2) Would have traveled and lived in many places. Skills should reflect this by having knowledge of several cultures.

3) Feels that bathing washes away valuable oils and natural elements.

## Chapter C: Personality

### Distinct Trait - 5

1D30 each roll; choose one entry per roll

- 1) Dignified, naive, organized, unmotivated, travels a lot
- 2) Aberrant, gruff, self-sacrificing, talkative, frequent nausea
- 3) Uncultured, foul mouthed, awkward, ferocious appetite
- 4) Determined, selfish, prompt, mutters, chuckles/giggle a lot
- 5) Self-centered, neat, gets frequent headaches, cheerful
- 6) Disciplined, unemotional, modest, suspicious, nudist
- 7) Crude, eye tick, prejudice<sup>2</sup>, has no agenda for any action
- 8) Diplomatic, conniving, serious, mature, villainous
- 9) Depressive to others, devout (specify), worthy, forgetful
- 10) Drinks/eats only from wood, faithful, nature lover
- 11) Uncertain, passive aggressive, needs approval vain
- 12) Cruel, drinks/eats only from glass, polite, thoroughly evil<sup>1</sup>
- 13) Timid, chuckles/giggles when nervous, dutiful, disagreeable
- 14) Sybaritic (desires luxury), racial purity, snorts when laughing
- 15) Distrust most everyone, fearful, picks toenails, honorable
- 16) Gory dreams, sexual, evening prayers, nervous scratch
- 17) Hard to entertain, miser, anarchist, level headed, crusty
- 18) Finicky eater, rugged, luxurious, fickle, nausea, graceful
- 19) Moral (culturally), practical, wears no perfumes/cologne
- 20) Passion of cloths, conservative, openly cowardice
- 21+) To Distinct Traits 1D30

### Distinct Trait - 6

1D30 each roll; choose one entry per roll

- 1) Loving, prissy, nervous sneeze, competes with self
- 2) No wet dreams, complainer, disdainful
- 3) Depressed a lot, obsessive cleaning, over indulgent
- 4) Rough, picks fingernails, sentimental<sup>3</sup>, non-hostile
- 5) Only drink/eat from glass, talks to self and answered
- 6) Roguish, most dreams are remembered, counts things
- 7) Gets very close during conversation, motivated by family
- 8) Responsive, donates to charity, easily frustrated, creative
- 9) Many wet dreams, law abiding, miscreant, giggling laugh
- 10) Motivated by respect, kleptomaniac, vivacious, tomboy
- 11) Uncouth, natural leader, hot tempered, diplomatic
- 12) Gloomy, hot tempered, deep-rooted depression
- 13) Risk taker, frequent nightmares, picks nose, workaholic
- 14) Love puns, completes peoples sentences, feminist
- 15) Prone to melancholy, ticklish, weak willed, collected
- 16) Tugs own hair, drinks/eats only from plastic/ceramic
- 17) Selfish ambition, angry with someone, amiable, fair,
- 18) Impulsive eater, makes a clicking sound a lot, lively
- 19) Impractical, naturalist, poise, likable, fearful, loving
- 20) Frequently nauseous, laconic, lacks discipline,
- 21+) To Distinct Traits 1D30

### Distinct Trait - 7

1D30 each roll; choose one entry per roll

- 1) Alcoholic, scrupulous, unorganized, addicted to something
- 2) Cold hearted, humorous, nervous shake, listless
- 3) Passionate about a color, sleeps a lot, impulsive, tweeting laugh
- 4) Plays with hair, honks when laughing hard, easily distracted
- 5) All purchases must be new, low work ethic, harmonizing
- 6) Passivist, affection, stutters, weak hand shake (+3 D-Mod)
- 7) Nervous twitch<sup>4</sup>, disgustingly good, enjoys slapstick humor
- 8) Depressed, principled, few dreams are remembered
- 9) Drug addiction, narcissic, lawful greedy, unprincipled
- 10) Cold emotionally, chuckles when stressed, pessimistic

- 11) Absent minded, enjoys damaging peoples reputation
- 12) Filthy, relaxed, workaholic, socially aggressive
- 13) Grabs own crotch, thinks they can do everything better
- 14) Jealous, impatient, good listener, flamboyant, evil<sup>1</sup>, lively
- 15) Cheats whenever possible, weak military bearing
- 16) Crude, childish, impulsive, easily entertained, one sided
- 17) Contemplative, vengeful, compulsive eater, thinker
- 18) Passionate, indecisive, obsessed with a special item
- 19) Filthy, demands loyalty, off in another world, courteous
- 20) Low-keyed, grabs own crotch, loves excitement, deliberate
- 21+) To Distinct Traits 1D30

### Distinct Trait - 8

1D30 each roll; choose one entry per roll

- 1) Scrupulous, lively, unorganized, jokester
- 2) Depressed, macho, no use of deodorant
- 3) Conflictive, creative, clumsy, outgoing, easily offended
- 4) Air drum/guitar, aggressive, coughs allot, angry
- 5) Rude, even temper/keel, chews gum constantly, impatient
- 6) Sad, building ships in bottle, warm emotionally, jokester
- 7) Responsible, loving, believed in extraterrestrials
- 8) Has many dislikes, angry with self, calm, sober, jokester
- 9) Prefers younger people, obsessively neat, picky
- 10) Ambitious, feminine, keeps busy, relaxed, untroubled
- 11) Lovable, sensitive, independent, short sleep periods
- 12) Uncouth, enjoys being tested, cabinet making, opinionated
- 13) Considers washing unhealthy by removing the body oils
- 14) Drinks/eats only from metal, compulsive, indifferent
- 15) Fearless, vulgar, obsessed with something, well groomed
- 16) Drinks-heavily, distrusts the media, short tempered
- 17) Aggressive, awful good, obnoxious, easy going
- 18) Feminist, hypochondriac, persnickety, high work ethics
- 19) Orderly, violent, bitter, hums, jittery, animated
- 20) Hated by most, annoying, pesky, plotter, peaceful
- 21+) To Distinct Traits 1D30

### Distinct Trait - 9

1D30 each roll; choose one entry per roll

- 1) Jaunty, generally sentimental, envious, hates being alone
- 2) Frightful, loyal<sup>2</sup>, infatuated with female/males, racist/bigot<sup>2</sup>
- 3) Talks slowly, cleanliness, very loyal to liege lord
- 4) Obsessed with omen/portents/prophacy, pack-rat
- 5) Chatty/talkative, believes everyone should be the same
- 6) Repetitive speech, strong hand shake (-6 D-Mod)
- 7) Intermittent drinker (alcoholic), comfortable with disabled
- 8) Frequent nightmares, must touch specific types of items
- 9) Kleptomania, conditioned to sleep when reading
- 10) Charity donations, weak hand shake (+6 D-Mod)
- 11) Prudish, workaholic, hidden feelings for someone
- 12) Deep-rooted anger, tend to encourage others, melancholy
- 13) Immoral, never wishing to grow up (Peter Pan complex)
- 14) Unclean, chews on fingernails/quick, envied,
- 15) Infrequent wet dreams, functional alcoholic, compulsive
- 16) Rude, relishes in other's misfortune, apologetic
- 17) Impassive, collected, often rude, quick with answers
- 18) Amnesic, strong hand shake (-9 D-Mod), holds grudges
- 19) Repetitive, modest, uses people, unsympathetic
- 20) Dull, hungers for attention, diced for others, doesn't relax
- 21+) To Distinct Traits 1D30

- 1) Evil does not make them cowardice. They are generally mean spirited and may be deceitful, but they will not necessarily back away when under pressure, though some are and that is a separate personality trait.
- 2) Minority people may be just as prejudice.

- 3) Decide on who or what they are sentimental about, or just generally sentimental.
- 4) The twitch can be an arm, cheek, ear, eye, feet, hand, head, leg, shoulders, any other part or the entire body.



## Universal Tales: Main Character Guide



### **Distinct Trait - 10**

1D30 each roll; choose one entry per roll

- 1) Mild manner, enthusiastic, doesn't hold grudges
- 2) Tends to hoard supplies/goods, flashy cackle laughs
- 3) Possessive, social drinker (not an alcoholic)
- 4) Energetic, habitual<sup>1</sup>, amorous dislike for a relative
- 5) Uncomfortable with youths, gravitates to new things
- 6) Pleasant, helpful, harrasing, demanding, impatient
- 7) Not discouraged easily, outgoing, prankster
- 8) Stoic, too busy for family/friends, easily distracted
- 9) Tragic figure; feeling the world is being unfair to them.
- 10) Demanding of others, stimulating to others
- 11) Skims over the details, stage ham, fun-living
- 12) Tends to melancholy, sage-ham, partier, gloomy
- 13) Unapologetic, innocent, dwells on things, slothful
- 14) Dry humor, temper tantrums, tends to clutter
- 15) Selfish, bubbly, inspirational, laughs at the face of damage
- 16) Gains friends easily, don't remember names
- 17) Avoids responsibility, excitable, loves people
- 18) Picky, stern, doesn't get along with opposite gender
- 19) Agreeable, monogamous, creative, practicing drunk
- 20) Dull, dead fish hand shake (+9 D-Mod), quiet
- 21+) To Distinct Traits 1D30

### **Distinct Trait - 11**

1D30 each roll; choose one entry per roll

- 1) Fearful, amorous desire for a friend of the family
- 2) Goal oriented, tends not to finish projects, makes excuses
- 3) Calm, deeply concerned for others, passive aggressive
- 4) Apathetic, the end justifies the means, forgetful, unflappable
- 5) Unpopular, doesn't listen, affectionate, guilt feelings,
- 6) Non-complimentary, forgiving, sulks, lighten stressful times
- 7) Bossy, remains uninvolved, loving, charming, traditional
- 8) Social, uncomfortable with adolescents, good sense of humor
- 9) Impetuous, acts quickly, finds the easy way, stable, serene
- 10) Won't give up, sensitive, places guilt on others unopinionated
- 11) Domineering, unruly, conformist, self sacrificing, gentle
- 12) Independent, watches, picky, disappointed a lot, reliable
- 13) Omnipotent (thinks so), disagreeable, loud, constant
- 14) Organized, teases, polygamous, conservationist, coolheaded
- 15) Mediator, lax disciplined, reckless, analyze everything
- 16) Obtuse, quiet strong willed, listens to other's problems
- 17) Finishes sentences for others, enjoys pain, polite, friendly
- 18) Good-humored, shy, devoted, feels guilty self-possessed
- 19) Uncomfortable with disabled
- 20) Level-headed, selective hearing, emotionally open
- 21+) To Distinct Traits 1D30

### **Distinct Trait - 12**

1D30 each roll; choose one entry per roll

- 1) Detail oriented, unenthusiastic, dependable, inattentive
- 2) Enjoys challenges, poetic, blames others for troubles
- 3) Content with status quo, artistic, enjoys opposition
- 4) Quiet, listens to friends, open minded, snap temper
- 5) Avoids conflicts, martyrizing, life of the party
- 6) Absent minded, perfectionist, flexible, meek, easy-going
- 7) Jealous, encouraging, center of attention, composed
- 8) Unhurried, skeptical, socially inept, savant<sup>2</sup>, critical of other
- 9) Avoids causing attentions, pliable, lackadaisical
- 10) Philosophical, lives in the present, spiritless

- 11) Finishes projects, uneven temper, unconcerned
- 12) Confrontational, suspicious, not sense of humor
- 13) Insincere, storyteller, cooperative, content
- 14) Faithful, touches people they talk with, mellow
- 15) Tires hair, morally gray, having doubts of faith, likes good food
- 16) Problem solving, tidy, likes fine things, gloomy, moody, mopes
- 17) Very superstitious, eruptive/blasting laugh
- 18) Amorous desire for a friend, sulks, melancholy for little reason
- 19) Take credit for other's efforts, dawdles, low spirited
- 20) Habitual<sup>1</sup>, straightforward, feels dejected a lot, hehe laughs,
- 21+) To Distinct Traits 1D30

### **Distinct Trait - 13**

1D30 each roll; choose one entry per roll

- 1) Detail oriented, unenthusiastic, dependable, inattentive
- 2) Happy, false humility, hard to please, efficient
- 3) Makes time for others, over analyze everything
- 4) Inoffensive, persecution complex, languid
- 5) Loaner, people oriented, cheerful, sincere
- 6) Indecisive, lives through another, homebody
- 7) Cold hearted, emotional, curious, slow, sympathetic
- 8) Lazy, daydreams a lot, self deprecating, antagonist
- 9) Self-righteous, too happen of many, giggling laugh
- 10) Competent, needs approval, egotistical, honking laugh
- 11) Unmotivated, hold affection back even-tempered
- 12) Resists change, hard to please, loud, indecisive
- 13) Discourages others, restless, doesn't follow through
- 14) Self-centered, blusters, never grew up, sluggish
- 15) Conscientious, gullable, forgets appointments
- 16) Introspective, disrespectful, passionless, prone to despair
- 17) Forgiving, talkative, highly possessive<sup>3</sup>, dominating
- 18) Impassive, simple, doesn't get along with same gender
- 19) Timely, counteractive, chuckles under stressed
- 20) Self-controlled, polygynous, conservative
- 21+) To Distinct Traits 1D30

1) Eating, buying/shopping, gaming, whistling, cowardice, sex, drinking, gambling.  
Look through a dictionary until something fits.

2) See the Mental Health section in this chapter.

3) This often stems from having things taken away as a child.



## Chapter C: Personality



### **Distinct Trait - 14**

*1D30 each roll; choose one entry per roll*

- 1) Economical, needs acceptance, passionate
- 2) Procrastinating, offensive, confident, decisive
- 3) Optimistic, scatter-brained, wastes times talking
- 4) Impatient, easily discouraged, family oriented,
- 5) Appreciative, enjoys being hurt, anger easily
- 6) Kind, bored with trivia, competent, interrupts
- 7) Careless, make friends cautiously, understanding
- 8) Inflexible, enjoys controversy, self natured
- 9) Easy going, plans carefully, frantic
- 10) Steady, manipulative, unforgiving, desires popularity
- 11) Lack of aspirations, dampens enthusiasm
- 12) Distant, vengeful, not people oriented, unresponsive
- 13) Patient, concerned for others, complaining
- 14) Unmotivated, ridicules others, forgets obligations
- 15) Sympathetic, withdrawn, forgetful, repetitive
- 16) Boring, judges others, quiet demeanor, undisturbed
- 17) Diligent, spacey, fun-loving, insincere, wasteful
- 18) Sarcastic, carouser, naive, lets circumstances guide them
- 19) Tactful, insecure, don't like opposition
- 20) Sets high standards, contented, eager for critic
- 21+) *To Distinct Traits 1D30*

### **Distinct Trait - 15**

*1D30 each roll; choose one entry per roll*

- 1)
- 2) Philosophical
- 3) Combination laugh (hehe, cackle, giggling, tweeting, honking, eruptive/blasting)
- 4) Occasional nocturnal emission (wet dreams)
- 5) Frequent nocturnal emissions (wet dreams)
- 6) Over sensitive
- 7) Fickle
- 8) Indecisive
- 9) Answers for others
- 10) Eat more when nervous
- 11) strong military bearing
- 12) Frequent lucid dreams<sup>1</sup>
- 13) Promiscuous
- 14)
- 15) Loses appetite when nervous
- 16) Hidden cowardice
- 17)
- 18)
- 19) Loyal<sup>2</sup>
- 20)
- 21+) *To Distinct Traits 1D30*

### **Distinct Trait - 16+**

*No more traits or roll again.*

1) Ludic dreams are dream where the character is aware that they are dreaming. They may at that time control them to a degree. The character would be on the edge of consciousness. See *Dreams in the Mental Attribute section of Chapter-AB*.

2) Decide who or what they are loyalty to. Choose this carefully and set reasons for the loyal. The player should be ready to demonstrate that loyalty during the campaign.



## Habits & Routines

Characters have lives as well. Consider this area and the character's nature for what they may do within there lives. The habits in this section are related to the character lifestyle. Other idiosyncracies are presented elsewhere, mostly in the *Distinct Personality Traits* roll lists earlier in this chapter.

Some entries will be more common during the times in parenthesis. There will be those who did it earlier, leading up to the peak time and other who continued when it waned. Newcomers after the peak would be retro.

*Character sheet #16 (also titled Habits & Routine) is available for marking these things. Using a word processor would allow sorting the entries, with the forms supplementing that.*

### Projected Life Activities

On Earth there are 365 days in a year. For the purpose of this article, leap year gives a bonus day of relaxation that nothing significantly happens.

- » There are 720 hours in a 30 Earth day month.
- » There are 8760 hours in a 365 Earth day year.
- » What does one do with that time?
  - 6 hours of sleep a day is **2190 hours** a year (25%), leaving 6570 wake hours.
  - Full 40 hour work week (8 hours in 5 days, for 50 weeks, with 1 hour lunch fills **2250 hours** a year (26%). Each week of vacation frees 45 hours.
  - Waking and bedding routine of 40 minutes each fills about **490 hours** a year (6%).
  - Half hour of commuting a day fills about **180 hours** a year (2%); driving, bus, train, helicopter, other aircraft, teleportation, magic, etc.
  - So, 40 hour job, 6 hours of sleep a day, 1/2 hour commute and 1.5 hours to get ready for work and for bed **fills 5260 hours** a year, **leaving 3650 hours** (41%) for other things.
  - Full time college student of 12-16 credit hours a week in 5 classes takes around **330 hours** a year for 2 terms.
  - Watching 2 hours of television a day fills 730 hours a year (8%).
  - Other things that could fill the time are hobbies, family activities, time with friends and lovers, reading, studying, etc.

### Lifestyles

There are many things that occupies a character's life and the player should consider them. Here are a few things.

#### » What domestic activities does the character do and when?

- The **personal grooming** routine; bathing/showers, brushing teeth, grooming, hair cuts, trimming of beards and mustaches, cosmetics, grooming feathers and fur for those who have it, etc.
- **Domestic chore** has to be done, like house cleaning, dish washing, laundry, beating the carpets, vacuuming, etc. *Is this a daily occurrence, or weekly, monthly, not at all? The character has other people or androids do it or doesn't need to or is a slob.*
- Does the character have pet to care for; feeding, grooming, playing, training, etc.
- And the **Shopping**. *When is that done? Some do it for necessity. Others for pleasure.*

#### » What occasional activities does the character do and when?

- Most everyone has **Hobbies** and they should be listed for the character. There is a separate section within this chapter for them.
- Continuing **Education** is as likely for characters as real people. The character may be taking classes as the adventure is going on. There is a lot of good stories based on such conflicts.
- **Conventions** could be attended for career, entertainment, etc.; including finances, stock/bond training, technology/computer, literary, writing, transportation, medical/health, home improvement, personal improvement, sports, UFOlogy, political, religions & theology, shaman-paganism, sci-fi, fantasy, comics, management, labor unions, science, engineering, car shows, reunions (family, class, military, etc.), erotica, pornography, swingers groups, gaming, conspiracist, government esoteric, etc.
- Some careers allow for **sabbaticals** to be taken for recoparation and learning; such as monestaries life and teachers.
- **Birthing, weddings and funerals** become a social events for many people.

#### » Does the character have special traditions for sacred days or celebrations? What does the character do in its recognition?

- **Birthdays** are not celebrated in all cultures and some group them in seasons or other days. Some older characters may have stopped celebrating birthdays altogether.
- **Solstices/Equinoxes, spring/harvest festivals, giving of thanks, holidays**, etc. may be celebrated by the character. National profiles may have some listed. The director and player may work together at enhancing cultural information and depth by add some to fictional cultures.

#### » Does the character have something they say a lot? Most people have signature phrases.

- Some women say "darling" to both genders a lot.
- "I couldn't be happier."
- "It's what it is."
- "My God" ~ "Oh my God."
- "Bloody hell?" ~ "Cheers"
- "Amazing." ~ "Right."
- "Go figure."
- "No problem." ~ "Not a problem."

## Chapter C: Personality

### General Habits

2D10 each roll; choose one entry per roll; continue until satisfied.

- 2)
- 3) Sneaks out to visit lover
- 4) Goes to the privy in the middle of sleep
- 5) Restless sleeper,
- 6)
- 7) Write a journal/blog
- 8) Has vivid dreams
- 9) Affection is something to be restrained<sup>1</sup>
- 10) Resists cuddling<sup>1</sup>, likes to cuddle<sup>1</sup>
- 11) Has frequent nightmares
- 12)
- 13) Sneaks kisses/fondling with a secret lover at work/home.
- 14) Daily shower/baths
- 15)
- 16)
- 17) Fondles their lover a
- 18)
- 19)
- 20) Slips from one's bed to visit another in the home

### Career

2D10 each roll; choose one entry per roll; continue until satisfied.

- 2) Shares information freely
- 3) Organized, attends conventions
- 4) Most always early
- 5) Holds information to self
- 6) Does more than most
- 7) Helps others, disorganized
- 8) Takes extra long breaks
- 9) Expects others to do more
- 10) Talkative at work, procrastinate projects
- 11) Stingy about helping other
- 12) Sluffs off work to others
- 13) Routinely late, prefers to work alone
- 14) Gossips at work
- 15) Does extra work
- 16) Punctual
- 17) Hard worker
- 18) Quiet at work,
- 19) High competitive (often disruptive to other in the process),
- 20)

### Socializing & Entertainment

2D10 each roll; choose one entry per roll; continue until satisfied.

- 2) Book signing, gladiator events, boxing/fight matches, flea markets, sky diving, bungee jumping
- 3) Séances, gaming (*cards, board, RPGs, miniature, etc.*), school ball/dances
- 4) Drive-in theaters, singing/music with friends, skateboarding (1960s+), lawn games (badminton, lawn bowling, etc.)
- 5) Restaurants, listening to music (live players/singer, records, tapes, CDs, etc.), friend/community sports (football/soccer, rugby, flag/tackle American football, tennis, racketball, handball, etc.)
- 6) Swimming lake/river, community dance, hunting/fishing trips, Sunday drives (1950s-1960s), ski lodges
- 7) Pizza parlor, watch movies with friends/family, roller skating (*created 1743/1863 for 2 and 4 wheels, rinks in 1866 at Newport, Rhode Island, becoming most popular in the 1950s-1970s*), club houses.
- 8) Gathers around the radio (1920s-1950s), swimming (lake, river, pond, pool, etc.), community/block parties
- 9) Fast diner joint, gathering with friends, picnics, festivals, concerts (rock, country/western, etc.)
- 10) Fairs, gathering around televisions (1950s-1960s), ice skating (first rink created in 1859), private party
- 11) Pub/tavern, visiting friends, private barbeque, sailing, vacation lodges
- 12) Parties (attending or hosting), community barbeque/picnic, church dances/events
- 13) Icecream parlor, card game (poker, bridge, etc.), burlesque (1870s-1920s)
- 14) Drive-in diners (1950s-1960s), shopping, hikes, indoor bowling (invented in 1940, very popular in the 1950s-1970s)
- 15) Movie theaters, frequents a café, community markets, dinner theaters (1920s-1950s, include big band)
- 16) Community swimming pool, camping, golf, barn dances, skeak easies (1920s America Prohibition), drive-in divrs (1950s-1960s)
- 17) Soda/malt shops (1930s-1950s), conventions (*see earlier in this section*), stand-up comedians, bordelloes
- 18) Conventions (hobby?), casinos, horse racing, getting stoned, stage theaters, strip clubs
- 19) Conserts, console gaming, chariot races, car/drag races, barn raisings, circuses
- 20) Makes bedding partner arrangements (intimate matchmaking), dress balls

<sup>1</sup>) Male Earthers tend to resist affection and cuddling more (especially *Bachelor Pack Males*), feeling it some scene to restrain or rarely able to be so with other females (male if gay). Female Earthers tend to relish and crave cuddling, even with other females.

## Hobbies & Activities

The character's mood will effect the personality and hobbies will help keep it up. See *Morale in Chapter-AA for the use of the hobbies to keep the character in a good mood*. Three are the character's used to moral, though more are possible.

Some characters may react to bad moods differently and some may go from hobby to hobby, claiming to be bored or something, trying to find something that would make them happy. This could be wrapped in the personality. Other players may not appreciate the effort.

Players would start on hobbies—A RL and progress from there. One hobby is chosen each roll. How much time dedicated to the hobbies is up to the players.

**The Hobbyist:** Some people approach hobbies differently. Some become *Hobby collectors*, while other like to make things (we'll call them *hobby artists*). Still other gather information, literature, statistics, and knowledge on the subject (*hobby scholar*). Those who just observe are *Spectator Hobbyists*. Most of the entries on these lists can go any of the ways, and the character may do one or two of the types, or even all of them.

Collection may be the real thing, figurines, etc.

**Skill:** The Character Creation (Chapter-B) has the the player choose 3 skill that will cheer the character up. Even though the character may have more hobbies than the 3 indicated character, the skill effect still apply. The character may have more skill that apply to the hobbies, but only 3 will cheer them up any notable amount.



### Hobbies-A

1D30 each roll

- 1) Board games, figurines, poetry, computer games
- 2) Embroidery, charity, secret societies, animal figurines
- 3) Hiking, model planes, mirrors, statues, candle making
- 4) Miniatures, candle holders, taxidermy animals
- 5) Sports (specify), rowing, snow skiing, brags
- 6) Furniture, specific artist paraphernalia (music, painting, etc)
- 7) Horse riding, mugs, threads/yarns, painting pin heads
- 8) Web surfing, roller skating, guarder belts, puzzles
- 9) Bird watching, beads, music boxes, bikes, gems, water skiing
- 10) Flirting/sex, insects, hats, tea sets, perfume bottles
- 11) Games, armor, maps, school, playing cards
- 12) Painting, fetishes (tiny animal figurines used on altars)
- 13) Computer games, quilting, body parts, women/men
- 14) Camping, boxes, amateur art, baking, recreation groups<sup>1</sup>
- 15) Fishing, pennies, swords, stuffed bears, wines, quilting
- 16) Cards, lace, photography, driftwood, gambling, weaving
- 17) Figurine painting, needle point, holiday cards, sports
- 18) Gambling, figurines, holiday cards, numbers, singing
- 19) Knitting, tarot cards, board games, space vessels
- 20) Reading, rosaries, coins, animals, silver, glassware
- 21) Sports (general), spelunking/caving, needlepoint
- 22) Gaming, butterflies/moths, religious fetishes, gardening
- 23) Martial arts, pottery, antique cars, sculpture, stamps
- 24) Flying, jewelry boxes, cats, archery, rocketry
- 25) Cultural paraphernalia, plane statistics, writing
- 26+) To Hobbies-B RL

### Hobbies-B

1D30 each roll

- 1) Flying/gliding, sword/knives, ships, maps
- 2) Horseshoes, sailing/yachting, catering, painting
- 3) News articles, fund raising events, spinning
- 4) Book, cultural art (specify), makeup, dancing
- 5) Toys, mates/lovers, jokes, candle, sewing
- 6) History, weapons, ship/boat building, photography
- 7) Pistols, sculptures, skateboarding, cooking
- 8) Writing, soap carving, small appliances, silverware
- 9) Gardening, stamps, pottery, narcotics, racing
- 10) Glass electrical isolators, home renovation
- 11) Videos, handbags/purses, fine art
- 12) Hunting, rug, model trains, miniatures, magazines
- 13) Jogging, news clippings (usually of a specific subject)
- 14) Video games, jewelry, baskets, music, coins
- 15) Crocheting, foreign currency, records/albums
- 16) Marksmanship, plane tail numbers, dried flowers
- 17) Sports, business cards, geocaching (treasure hunting)<sup>3</sup>
- 18) greeting cards, pornography, driftwood art
- 19) Acting, shoes, pens, role-playing games
- 20) Girl/boy/people watching, candles, bows, crossbows
- 21) Animal watching, roller skating, adult toys, biking
- 22) Sculptures, flags, parrots, owls, snorkeling, movies
- 23) Interior decorating, written music, memorabilia (specify)
- 24) Salt & pepper shakers, tapestries, model ships
- 25) Carousing/partying, snuffboxes, cake decorating
- 26+) To Hobbies-C RL

### Hobbies-C

1D30 each roll

- 1) Target shooting, mythical animal, scuba diving,
- 2) Surfing, birds, collect animals, wigs, computers
- 3) Hand gliding, frogs, dragons figurines
- 4) Driving, lingerie/bras/panties, beer brewing
- 5) Trains, weaving, partying/carousing
- 6) Traveling/touring, philanthropy, smoking paraphernalia
- 7) Toys, quilts, antique firearms, fashion dolls
- 8) Growing exotic plants, parasailing, base jumping
- 9) Swimming, knives, shopping
- 10) Tiny carving, dolls, mathematics, business cards
- 11) Racing, kitchenware, buttons, books
- 12) Computer programming, hand gliding
- 13) Sports (specify), erotica/porn, parachuting
- 14) Weight lifting, whale/animal watching
- 15) Bungee jumping, planes, go-cart racing
- 16) Collects models, stuffed animals
- 17) Collect tins, antiques, poker, ship details
- 18) Marathon running/racing, unicorn
- 19) Drinking, plants, clothes, music groupie,
- 20) Base jumping (parachuting)
- 21) Homing pigeons, hover/antigravity-boards/bikes/etc.
- 22) Cats, horses, brothels
- 23) Cleaning, gambling
- 24) Collect rugs/carpets/tapestries
- 25) Arts/crafts
- 26+) To Hobby-D RL

1) More often, the group would recreate an historical period; like medieval Europe, Rome, Civil War, American Indians, Renaissance, etc. Our future decentants may recreate this period. Other recreations could be science fiction, fantasy, some role-playing genre, and so on.

2) Most will center on a type; such as ships, planes, ships, spaceships, cars, etc.  
3) Presently, this uses GPS to locate "treasures" hiddin around the world. One item would be taken and one is left. It evolved from "letterboxing" where landmark clues were in the story of choice and presented to the searcher.

## Chapter C: Personality

### **Hobbies-D**

1D30 each roll

- 1) Collects china/dishes
- 2) Body building/weight lifting
- 3) Bike riding
- 4) Collect stamps
- 5) Sky diving, drinking glasses
- 6) Power lifting
- 7) Puzzles, tapestries
- 8) Live role-playing games, karaoke
- 9) Trivia, eyeglasses
- 10) Model rocketry
- 11) Concerts, rugs, painting, erotica/pornography
- 12) Running/Exercise
- 13) Woodcarving, pen-ink drawings
- 14) Baking/cooking, writing science fiction
- 15) Skate Boarding
- 16) Glass Blowing
- 17) Web surfing, writing erotica/pornography
- 18) Word puzzles
- 19) Computer hacking
- 20) Fishing, mechanical/spatial puzzles, military history
- 21) Archery, music, elevator surfing
- 22) Gargoyles, writing young adult
- 23) Enjoys big game hunting
- 24) War memorabilia
- 25) Surfing
- 26+) *To Personality-B RL*

### **Hobbies-E**

1D30 each roll

- 1) Hang Gliding, writing horror
- 2) Shopping, benefit parties<sup>H</sup>
- 3) Scuba/Underwater Diving
- 4) Trucks, square dancing
- 5) Driving, general history, writing sci-fantasy
- 6) Lawn mower racing, carnivals
- 7) Arranging Flowers
- 8) Ships/boats/subs
- 9) Autographs, writing journals/diary/blog (to subject)
- 10) Skeet Shooting
- 11) Bottles/cans
- 12) Spice shakers
- 13) Camping
- 14) Fortune telling
- 15) Collects model<sup>2</sup>
- 16) Snorkeling
- 17) Collect spices
- 18) Doll making
- 19) Bingo, sewing, quilting, people watching (nonsexual)
- 20) Electronics
- 21) Tin cans, collecting pillows, writing romance
- 22) Roller blading
- 23) Rocks
- 24) Costuming
- 25) Benefit dinners<sup>H</sup>
- 26+) *To Personality-B RL*

### **Hobbies-F**

1D30 each roll

- 1) School/Learning
- 2) Collects stuffed animals
- 3) Fishing
- 4) Turtles, waltz dancing
- 5) Autos, writing fantasy, carnival rides, word puzzles
- 6) Number/math puzzles
- 7) Backpacking, writing poetry
- 8) Collects female figurines
- 9) Drinking
- 10) Shoes
- 11) Photography
- 12) Serial killing
- 13) Wall hangings
- 14) Sky diving
- 15) Collect dragons
- 16) Sex/frolicking
- 17) Collect photos (some preferring B/W)
- 18) Remodeling Houses
- 19) Collect vases
- 20) Television viewing, writing mysteries, poetry, dancing
- 21) Ballroom dancing
- 22) Enjoys drawing
- 23) Collect rocks
- 24) Aquariums/fish
- 25) Puzzles
- 26+) *To Hobby-A RL*

### **Famous Last Words**

"The plan is infallible."

**I)** Tracks the history of individual crafts by the tail number or designation. Clubs members share the numbers and the knowledge of where the crafts had been and what they were doing there.

**H)** Tending to be more for high class and elites of society.



## Universal Tales: Main Character Guide



### Likes & Dislikes

These roll lists contain a variety of things the character may or may not care for. These would be major likes and dislikes (even to the point of obsession), not the minor feeling of something. Some areas may need the player to shift skills or other aspects to make the character reflect the personality. No extra points are given for the development.

The player may pick any of the entries as like or dislike. If desired, rolls may be done. The player would choose either RLs and roll the indicated 1D30. From the resulting row, the player would choose one entry to be what the character likes and one they do not. Rolling a few times will create a diverse view of things for the character.

#### Likes/Dislikes-A

1D30 each roll

- 1) Food, lawyers, older people, sailing/boating, fragrances, bees
- 2) Wind, musicals, amateur performance, animals, dancing
- 3) Swords/knives/blades, fruits, games, hunting, cats, music
- 4) Wrinkles, mountains, lakes, firearms, beer, farms, cooking
- 5) Dry humidity, enlightenment, buxom women, flying
- 6) Darkness, leaves, specific celebrity, younger people, food
- 7) Flying, cars/trucks, celebrities, light, new things, dogs
- 8) Oceans/seas, new experiences, computers, needles
- 9) Food, children, humidity, nobility, fireworks, corporations
- 10) Parks, men, religion, villages/hamlets, warm temp, camels
- 11) Peace, B-grade films, virgins, government, flying
- 12) Laughter, family, music, the royal house, narcotics, driving
- 13) Lust, sex, touring, moons, plays, rodents, women, frog
- 14) Drizzle, wood, worms, drugs, walking, lust, traveling
- 15) Babies, motorcycles, weapons, magic users/psychics
- 16) Cuddling, music, people, farms, moving, kissing, sex
- 17) War/conflict, alcohol, rural, monsters, operas, small towns
- 18) Machines, traveling, theaters, mountains, eating, kangaroos
- 19) Meat, flowers, gold, love, metal, quiet, deserts
- 20) Knives/blade, fishing, movies/films, ranches, animals
- 21) Crowds, fame, mice, art, reading, rugs, meat, plants
- 22) Beaches, young people, volunteer work, elephants
- 23) Government officials, cities, flowers, clutter, babies
- 24+) Remove a like or dislike and go to Likes/Dislike-B

#### Likes/Dislikes-B

1D30 each roll

- 1) Rain, marriage, older people, serious discussions, rivers
- 2) Rural areas, sun/sunlight, bad puns/jokes, homework
- 3) Meteors, pornography/erotica, snow, magic, studying
- 4) Vegetables, amusement parks, lightning, mirrors/reflections
- 5) Swamps, medication, sports, wine, stone/rocks, trees
- 6) Sailing/boating, rats, fishing, science, whales, fine art
- 7) Tropics, ranches, prairie, homosexual men, underwater diving
- 8) Writing, bows, crossbows, water-skiing, Sasquatch, neighbors
- 9) Hunting, astronomy, reading, painting, sleeping, movies
- 10) Menstruation, taverns/bars, rabbits, crowds, dogs, surfing
- 11) Collects woodcarvings, authority, bears, gorging food, babies
- 12) Wilderness, lesbians, testing other's moral standing, smoking
- 13) Meadows, horses, camping, brothels, gambling, news
- 14) Wealth, sailing/boating, art, liquor, females, trees
- 15) Eating, military, temples/churches, seashore, games, jogging
- 16) Snow skiing, seafood, orgies, holidays, large people
- 17) Artificial light, ocean fishing, prostitutes, creating, cats
- 18) Books, towns, men, water skiing, solitude, work, comfort
- 19) Testing other's resolve, sushi, amateur art, swimming
- 20) Gems, swimming, deserts, karaoke, males, conformity, reading
- 21) Stars, learning, sea travel

- 22) Meats, fur, shell fish, underground
- 23) Military installation
- 24+) Remove a like or dislike and go to Likes/Dislike-C

#### Likes/Dislikes-C

1D30 each roll

- 1) Nudity, school, parties, nature
- 2) Fish, zero/micro-gravity, space travel
- 3) Tundra, potatoes/tubars, discrediting people
- 4) Barbecue, chocolate, men/woman of authority
- 5) Pubs/taverns, ocean shores
- 6) Fowl, mushroom, funerals, snow
- 7) Farms, bread, caves, sun
- 8) Art, intimacy, military personal
- 9) Traffic, helping people, older people
- 10) Shell fish, touring, lust
- 11) Peace & quiet, thin people
- 12) Sports, women, excersize, sky diving
- 13) Ships/boats, carousing, mountains
- 14) Beaches, arger, causing other misfortune
- 15) Noisy areas, snowboarding, writing, eating
- 16) Home repair, cooler temperature, lamas
- 17) Water skiing, astronomy
- 18) Piers/docks, extreme buxom women
- 19) Mountains, creepy-crawly things
- 20) Swamp/bogs/moores
- 21) Profanity, prairies
- 22) Candles, sex
- 23) Vegetables
- 24+) Remove a like or dislike and go to Likes/Dislike-D

#### Likes/Dislikes-D

1D30 each roll

- 1) Intoxication
- 2) Visiting people
- 3)
- 4) Puns, alcohol, barbecue, knowledge, parties, festivals
- 5) Flirting/seduction, blood sports
- 6) Underwater diving
- 7) Fighting, fight, humor, raunchy jokes
- 8) Hosting parties, excersizing
- 9) Dictionaries/encyclopedias
- 10)
- 11) Babies
- 12)
- 13)
- 14)
- 15)
- 16)
- 17)
- 18)
- 19)
- 20)
- 21)
- 22)
- 23)
- 24+) Remove a like or dislike and go to Likes/Dislike-A

## Mental Conditions

Conditions are ailments that the character may have that effect their mental ability. These could be fun, but require an especially good role-player to pull it off well. The character receives compensation.

The Threshold is lowered by  $2 \times$  the severity's % number, rolled below or chosen and 1/5<sup>th</sup> the severity is gained for skills. As usual, if the severity is lowered, the points are payed back.

**Condition Types:** Generally, most Ailments fall into two groups, show here. The player will choose one.

**Manic:** Rapid changes, very often caused by chemical or metaphysical imbalances.

**Neurotic:** Tends to be mental conditioning, created by one self or conditioned by other people or envirement. This is not metaphysical in nature, but would be developed over time with repetitive influences. The condition tends to be continuous with, maybe a occasional breaks.

**Semi-(Condition):** Mild aspects of the condition.

**Severity:** Each condition is given a value representing the intensity of the reaction and symptoms. **Roll 3D4 on the Roll List here.**

Theopy and medication is the only way to lower the effects, mostly theopy. The severity rating is gained off the first roll list on the chart. The character may have gone through before entering the campaign. Run a series of theopy weeks, until the devisions fail. That will be the starting levels.

- 3-4) **Recovered** >3D10 for preveous severity of this condition:  
*Recovered from a previous rolled condition. If unrecoverable, scratch it from the character.*
- 5-6) **Negligiable** (full Stat roll)
- 7-8) **Minor** (1/2 Stat roll)
- 9-10) **Moderate** (1/3<sup>rd</sup> Stat roll)
- 11) **Chonic** (1/4<sup>th</sup> Stat roll)
- 12) **Severe** (1/5<sup>th</sup> Stat roll)

### Mental Contions Roll List 3D10 each roll

- 1) Megalomania, Melancholia, Cresomania, Hyperactive, Malinge, Borderline Multiple Personality, Sadism
- 2) Amnesia, Manic Depressive, Psychosomatic, Malinge, Schizoid Personality. Coprolalomania, Mania
- 3) Dssociative Disorder, Paranoia, Sociopathic, Doromania, Erotimania, Dimentia, Doromania, Pathological cheater, Grandiose Delusion, Pathological - (specify)
- 4) Cresomania, Catatonia, Monomania, Neurotic, Persecutory delusion
- 5) Fantasmism, Hebphrenic, Xenocidalmania, Social Dysfuntion, Delerium
- 6) Egomania, Sado-masicism, Homicidalmania, Delusional
- 7) Brief mania eposodes, Persecutory delusion
- 8) Lunacy, sleep disorder, Delusional
- 9) Panic Attacks, eats insects (Pica)
- 10) Megalomania, Dysthymia, Ablutomania, Pschotic
- 11) Obsessive compulsive, Pathological Cleaner, Masochism, Delusional, Manic Depressive, Panic Attacks

- 1) The character has parts of the symptoms, but not fully. This could advance into full manifestation of the conditions or be recovered. Roll again for the condition.

- 12) Anorexia/bulimia Nervosa, Pathological Lier, Addiction/s (specify)
- 13) Post Tramatic Stress (PTSD), Hyperactive
- 14) *Semi/Quasi-(condition)*<sup>1</sup>
- 15) *Reduce the severity of one condition on level.*
- 16) *Semi/Quasi-(condition)*<sup>1</sup>
- 17) Dipsomania (alcoholism), Paranoia, Autism
- 18) Monomania, sleep terror disorder, Hyperactive
- 19) Erotimania, , Kleptomania, Dementia-Praecox, Hallucination
- 20) Doromania, Anterograde amnesia, Dysthymia, Neurotic
- 21) Delerium, eats anything usually not consumed (Pica)
- 22) Grandiose delusion, Megalomania, Neurotic, Childhood amnesia, Phagomania, Dysthymia
- 23) Dysthymia, Pathological sex fiend, Retardation
- 24) Hebphrenic, Hyperactive, Neurotic, Theomania
- 25) Psychotic parinoria, Lunacy, Hyperactive, Neurotic, Schizophreniform, Paranoia, Grandiose Delusion, Suicidalmania, Paranoid Schizophrenia
- 26) Persecutory delusion, Psychosomatic, Paranoia, Erotimania, Hallucination, Psychosomatic, Chizophrenia
- 27) Delusional, Panic Attacks, Kleptomania, Bipolar
- 28) Memory distrust syndrom, Retrograde amnesia, Masochism, Melancholia, Megalomania, Philopatridomania
- 29) Schizoaffective, Cresomania, Selective Perception
- 30) Muple personality, Doromania, Sociopath, Amnesia, Hebphrenic, Paranoia

### \*\*\* Mental Conditions Details \*\*\*

Not all the symptoms shown is needed to be diagnose and variations are common. There is no singular way to play the character or GP with any of the condition. Most will hinder play, but could add deapth to campaigns. The director should give extra Developement Points to players who has and plays it well. The amount will depend of how well the acting is done.

**Ablutomaniac:** Obsessed with taking baths and personal cleanliness.

**Addiction:** Specify; alcohol, narcotics/drugs, sex, etc.

**Amnesia:** Lacking some or all of the memory. Language and skill are usually always in tact. Attempting to remember something the player does not remember is similar to the normal way, just harder. If a roll is need the severity roll is the chance of it not being locked in the lind or just play lost.

**Anterograde Amnesia:** Having no new long-term memory. Memory of the life prior to the onset of the condition is normal, but new memories are not set to long-term memory and are permanently lost. The character will not rememeber what transpired 5 to 100 minutes before. After sleep, no recollection of the prior time is remembered. Nor are dreams.

Inability to set the short-term memory to long-stern memory is due to damage of the hippoglobin. This does not effect learning skills which are a separete function of the brain and the reason amnisc people usually retain their ability to do things. A person with this condition could make a good servant for dignitaries.

**Childhood Amnesia:** Notable less memory of the character's childhood than usual.

**Drug Enduced Amnesia:** Many medications and other substances may casue the isolation of memory. This could be restricted to specific events.

**Memory Distrust Syndrom:** The character does not trust their own memory and will recheck things many time. This may easily become a compulsive behavior.



## Universal Tales: Main Character Guide



**Repressed Memory:** Usually caused by trauma, memories of an event and anything related to it may be limited. This may lead to Multiple Personality Disorder.

**Retrograde Amnesia:** Greater amount of forgetfulness, often is selective.

**Anorexia/Bulimia Nervosa:** Intentional starvation to lose weight. This is an obsessive condition and will cause the person to become unhealthily lightweight. They may even vomit to keep the intake.

**Anxiety Disorder:** Racing heart, headaches, twitching, irritability, anger, shortness of breath, weakness, diarrhea frequent urination, poor memory,

**Antisocial:** Actively resists interaction with others. For the game, this is a fairly mild level, where more severe antisocial behavior is covered within Sociopathic. *Also see Sociopathic.*

**Arrested Development:** Disease, trauma or other factors at an earlier age could stunt the development, halting growth for a period of time or permanently.

*Also see Pregnancy in Chapter-AB for stature and development during adolescent pregnancies.*

**Autism:** Though the cause may be physical, this is in this section because the effect is more mental. Symptoms are most often recognizable within the first year of life, but may occur later.

Autism tends to affect male Earthers more often, with a male/female rate of roughly 4:1. Autistic female tends to have male interest and traits.

Technical parents/grandparents (those in high tech fields) seem to have a higher number of autistic children than the non-technical parents of the population. There may be a correlation and focusing of genetic transfer of technical prowess to later generations, concentrating higher learning and focus to be passed to subsequent generations. As a result, Savant Autism brings the narrowing of aptitude of the parents to the child.

Symptoms are complex and include indifferent to their surroundings, limited eye contact, non-empathetic and resists affection and cuddling, lacks of response to stimulus/toys/people, seems content to be alone and even will isolate.

Autistic people are socially limited or inept, often to seem preoccupied with minor things and less with important things. Their learning ability is restricted, partially due to the limited ability to imitate others.

They will display erratic emotions (especially to specific sounds), with erratic emotional outburst, and has difficulty expressing themselves and desires. Over or under sensitivity to pain.

Impaired language development (limit skill to 20 for severe, 40 for moderate, 60 for minor and 80 for negligible). They may have unusual speech patterns, lacking clarity, often repeating words or phrases (echolalia) and may gesture instead of speaking.

Repetitiveness may be an action; arm flapping, jumping, spinning, cutting things, knocking head into objects, biting/scratching self/other/things, even self destructive. They'll take metaphors literally, not understanding the concept.

Starting before age 3 for Earth humans, symptoms include repeating specific activities, needing routines, abnormal attachment to an object, resisting change (needing the to remain the same), will try restoring order as they think it should be, odd reaction to sensory stimulation, low speech skills (+11 D-Mod to all language, and repeats and misuses words a lot), lack of response from other people and environment (except for the things they are attached to), lacking eye contact, resists cuddling, unexplained outbursts such as laughing/giggling/crying/tantrums.

This condition makes social interaction and communication difficult. It is most known for the repetitive behavior of the afflicted.

Autism Spectrum Disorders (ASD) is mistaken for general autism and come in many forms. ASD appears as mind version, such as clumsiness, speech difficulties and such.

Around 10% will also be severe to some degree (*see Savant in the mental Condition section of Chapter-C*).

**Binge Eating:** The person goes through bouts of eating large quantities of food, often of one type. Add this to the character's *Recurring Events* form.

**Bipolar:** Excessive, erratic mood swings or switching, restlessness, distractibility, aggression, sexual prowess, intrusive, denial of problems, overstating their own abilities, uncharacteristic misjudgments, unpredictable sadness.

**Borderline Multiple Personality:** As multiple Personality, but the person remembers the events. They're not in control of their emotions.

**Body Dysmorphic Disorder:** Perception of being ugly, no matter the looks. Obsessing on my new defects and traits, either hiding or correcting features in response to this view. Will cause depressions within the character.

**Brief mania Episode:** A mania lasting a few days or weeks, caused by event or hormone/chemical change.

**Brief Psychotic Disorder:** Short term, last a few days or weeks. This is usually brought on by a tragic event (postpartum or trauma) and recoverable after grieving or realization of the situation.

**Catatonia:** Negativism, stupor or spontaneous immobility of limbs.

**Coprolomania:** A person that compulsively uses vulgar language.

**Cresomania:** Delusions of wealth.

**Delusions:** A false belief held in spite of countering evidence.

**Delirium:** Severe confusion and disorientation and includes hallucination, tremors, delusions.

**Dementia-Praecox:** Changing emotional disorder, madness.

**Dementia:** Memory loss, repetitive questions, difficulty in following directions, disorientation, lost in known places, lax hygiene, poor diet, not timely. The onset is slow and builds. If the character starts having this, an I-mod accumulates and is added to every roll they make. The condition will effect physical action, because of the slower decision making process.

**Dipsomania:** *See Alcoholism.*

**Dissociative Disorder:** An anxiety condition where the sufferer feels remote or lacks control. The senses do not feel real. Depersonalization (Feeling outside oneself as though they are an observer, even dream like) and Derealization (the person's surroundings do not feel real) fall into this area.

**Doromania:** Compulsively gives presents.

**Dromomania:** Compulsive traveler.

**Dysthymia:** Fatigue, Low self-esteem, poor concentration, indecisiveness, eating changes, hopelessness.

**Eating Disorder:** *See Anorexia/Bulimia nervosa, Binge Eating and Pica.*

**Egomania:** Feeling superior to others. Often accompanied with psychotic Paranoia.

**Erotomanic:** Believes someone, usually superior, is in love with them.

**Fantasm:** Believes they are of a different existence. This will function for player characters. They will just believe they are elsewhere and replace what does not fit with an equivalent substitute.

**Grandiose Delusion:** Inflated sense of worth and ability. Adopts a personality more important than the character thinks they are.

**Hallucination:** Spontaneous and temporary. Visual and/or auditory.

**Hebephrenic:** Changing mannerism, delusion.

**Homicidal Mania:** The desire to commit murder.

**Hyperactive:** Excessive energy and restlessness.

**Hyper Emotive:** Effects of motion, where the mood of the person becomes the mood of others around them; happy, sad, amorous, suicidal, angry, murderous, etc. With Earthers being very social creatures, emotions of those around them often affect the group. The transferring of moods and emotions as an epidemic disease, sometimes presented as with epidemic models (sometimes referred to as SIR/SIS models, Susceptible–Infected–Removed/Susceptible).

**Hypomania:** As Mania.

**Kleptomania:** An urge or desire to steal. Usually worthless or nearly worthless items.

**Lunacy:** A craziness that occurs during full moons. Linked to one moon only.

**Malingering:** Pretending to be ill or uses another condition to explain valid symptoms. This is not generally considered a mental illness.

**Manic Depressive:** Occasional slip into depression, with no apparent reason. Persistent guilt, sadness, hopelessness, worthlessness, loss of ambition, fatigue, sleeplessness, loss of appetite, weight fluctuation, suicidal

**Mania:** Abnormally high enthusiasm in a specific area, craze. The individual may experience an assortment of these symptoms; Euphoria, compulsive (collecting, eating, exercising, sex, etc.), excessive (laughter, talking, sex, etc.), overconfidence, aggressive, overexcitement, hyperactive and the like.

**Masochism:** Note this as a non-sexual pleasure to receiving pain.

**Megalomania:** A view that they are the most important person around.

**Melancholia:** Similar to Manic Depressive.

**Monomania:** A total obsession or concentration on one subject or idea. Specify the item or subject. This could be anything (cats, stamps, Greek, Latin, woman, foreign customs, book, nudity, snow).

**Multiple Personality Disorder (MPD):** Presently called Dissociative Identity Disorder (DID), this is not a reliving of the past, but the person behaves as though they are of that age and time as though that is the present and will be confused of differences.

Causes of this condition manifests from a series of traumatic experience, often involving rape, notably at a young age. If this was before the character was created, figure the differences in the skill point of the Age Group/Phase and that is done twice as well (once for the main character and the second for the alters).

Roll 3D6F for the number of active personalities upon creation. Alters may be younger or older than the physical age of the body, even the opposite gender or different races, depending on views and whether they think things would be better that way. The number may shift, increase and decreasing as “Alters” split, merge, become know, whatever.

Some Alters may merge for a time, then split later, not liking the blending. The temporary merging will change what they know, even their moods and emotions.

The core personality—the one considered to be the actual person in the present—may not be aware of the other Alters and will blank out, having severe headache upon returning. They may develop a sense of the others, hearing them and even having conversation with some of the alters.

Switching may seem random, though there are usually triggers. A person may switch many times in succession.

The person has pockets of knowledge, views, emotions etc. that may or may not be accessed for any one alter.

When an altar is good at something, they tend to fight for dominance. Use 1/3rd Will Power by the core character for them to remain in control (1/5th if wishing to let go). Even if the alters or core personality wishes to let another take control, this doesn’t always happen. If failed, the altar in question takes over. If successful, will roll ½ Luck or a random altar takes over. Use the *Reoccurring Events* form for this.

If the character has psychic/magical abilities, that may be part of the alters as well.

If the character has this condition, the player will have to begin a list of alters and what they know, their age (many have stagnant ages)

any skills they may have associated to them, etc. Because the altar is a fragment of the whole, not all alters will have the information. Add +1200 to development threshold.

During *Development Phases*, any Development Points are done twice. Once for the actual character. The second is for all the alters combined. The player would decide which altered gets what part of the development value.

**Neurotic:** Stressed, nervous, moody, oversensitive, over passionate, intense dreams. Artists, actors and writers are known to score high one test for neurotic test.

**Paranoid Delusion:** Also labled *Persecutory Delusion*, this is a false belief of being watch, monitored, persecuted, cheated, abducted, harmed or killed by governments, secret organizations, a person (neighbor, local sheriff, noble, whoever), extraterrestrials, whatever they may create in their mind. On the flip side; they’re not paranoid, if they really are out to get them. Who paranoid now?

These persons may not sign things – nothing, lest the signature be used to do them ill well. They may become violent in their defense. It may also be associated with schizophrenia, or manifest from brain injury/tumor/malady, medications/drugs (legal or illicit), other mental conditions.

**Pica:** Having an appetite for non-consumable substances or non-nutritious foods, such as soil, sand, pebbles, chalk, ice, etc. This appears more common with women (notably when pregnant) young children and those with developmental conditions such as autism.

**Sleep Terror Disorder (Pavor Nocturnus):** Also known as Night Terrors, this is extreme response of dread and terror during drowsiness, naps or the early stages of sleep. This is not the same as nightmares, but an emotional response to feelings. The person has reoccurring sudden awakening with sweating, rapid breathing and disorientation. Recovery will be at 1/5th Wisdom, we rolled each full turn. First success will bring back orientation. The second success will reduce the heavy breathing, and the third will reduce sweating.

**Obsessive Compulsive (OCD):** One track cleanliness (bathing, hand washing, etc.), thinking they forgot to do something like turning off the oven and constantly checking to be sure, touching, intrusive sexual desires, excessive doubt of faith/morality, praying, confessing, counting, sorting/arranging/organizing, hoarding, buying (Oniomania), etc.

**Panic Attack:** Racing heart, perspiration, feeling anxious, shaking, nausea, chills, skin blotching, breathlessness, dizziness, fear of losing control, numbness/tingling, chest pains.

**Paranoia:** A dilution of apprehension. They are out to get you. See *Psychotic Paranoia* for that version.

**Paranoid-Schizophrenia:** Auditory hallucinations, delusions of persecution.

**Pathological:** Choose a chronic behavior that is not listed in this section; cheating, cleaning, killing, lying, sex, something else. The act could raise or lower the Mood (±30 points) of the character, depending on their own feeling. They just have a hard time stopping, even if they feel bad about it.

**Persecutory Delusion:** Feels they are part of a conspiracy, that someone or some organization is persecuting them.

**Phagomania:** Always craves food.

**Philopatridomania:** Always homesick.

**Post-Traumatic Stress (PTSD):** Also known as shellshock, combat fatigue and battle fatigue, this is common among soldiers and those who had experienced any traumatic experience, such as accident, violent acts, combat, prisoner of war, rape, postpartum, stressful occupation (such as police and firefighters), etc. Most of those with other conditions will often have this as well.

Symptoms are primarily anxiety and depression. Other psychological conditions will often accompany this. Sever cases feel suicide as the only solution.



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**Psychotic:** The character lost sight of reality and stable thought, having the inability to distinguish reality from their delusions. Their perception and emotions are seriously effected and may experience sensations that are not done so by other, believing they are someone else, have special abilities, in touch with deities, see things others will not, severe guilt, paranoia, others are reading their mind, confusion, anxiety, disorganized thoughts/speech/behavior, agitation, loss of initiative, enthusiasm, responsiveness or social interaction, grandiosity, jealousy, etc. Several of the symptoms are usually combined and intact. Schizophrenia and the like, Bipolar and the such.

**Psychotic Paranoia:** Paranoia that is stinctly built from a fantasy. For the fictional character, the campaign could justify the paranoia as being real; or not.

**Psychosomatic:** Unfounded belief they have some medical or mental condition.

**Quasi-(condition):** A variation or warped version of the condition.

**Retardation:** Mental slowness.

**Sadism:** A non-sexual desire to cause pain to others.

**Sado-Masicism:** A desire to cause pain to ones own self.

**Savant Syndrom:** Disabling condition where the basic function of living are difficult. Most have a specific extraordinary ability. Choose a skill that is the specialty. Statistically, around 80% of those with this are male; 50% of savants are autistic and 10 % of autists are savant.

Favorable skills will be in the arts, music, mathmatics, organization, anything that is more mental (Int bonus skills) than physical (not strictly Dex skills). Nor will social is possible for this, so nothing with the bonus of Wis. All purely Dex and and any Wis skills will gain +11 D-Mod.

Memory is for anything that is reputatious. If the character has done it many times, they gain a -6 D-Mod for memory checks, but everything else recieves +11 D-Mod.

**Schizophrenia:** Split-mind; the separation of mental function. Several subtypes grouped into this psychotic behavior; paranoia (), catatonic (stupor, catalepsy, excessive/aimless movement, rigidity, imitations), super-ego, Disorganized (Disordered behavior/speech). Most of the time it is just hearing things, mostly voices and tends to have a paranoia elements. Sometimes, the sufferer, develops alternate personality of a delusional nature not of themselves. Schizophrenia differs from Multiple Personalities. Start with one, plus another for each 20% rolled. Most schizophrenics are withdrawn and not violent. See *Grandiose Delusion*.

**Schizophreniform:** Short-term episode of schizophrenia lasting a few months, having acute onset and end

**Schizoaffective:** Bipolar schizophrenia. Persistent hallucination without notable mood symptoms.

**Schizoid Personality:** Narrow emotional display.

**Selective Perception:** Will only perceive specific things or exclude others from their senses.

**Shell Shock:** See *Post-Traumatic Stress*.

**Social Dysfunction:** Inability to interact with people.

**Sociopath:** Commonly refered to as antisocial personality disorder, those with this sort of conditions This is more severe than *Antisocial* in that here, they person may become dangerous to other and not just wishing to be separated. Serial killers are categorized in this because they do not play well with others, even if they try blending in. Most of the time, they hold an inner seperation and isolation.

Some studies have shown disconnection of parts of the brain that would bring them into social bonds with others. They have been shown to have notable reduction of moral restraint. They don't view their behavior as antisocial or harmful to others. There is considerable disregard of how others feel of their actions. Any show of social connections is a façade and does not last for long.

Also see *Swindler* in the *Broad Personality Archtypes* area within

the *General Personality* section.

**Suicidal Mania:** A desire to ends ones own life.

**Tourette (Turret) Syndrome (TS):** Sudden twitching convulsive motion, profane/obscenities outbursts and vocal disruption.

**Theomania:** Thinks they're a deity, or the deep desire to have god like power. A form of egomania.

**Xenocidalmania:** The desire to kill alien life forms.

## Motivation & Aspirations

Everyone has motivations, aspirations and goals. Detail the character's motivation for living and what they are doing to achieve them. This section and the roll lists have many entries the player may select or roll on to help shape the character.

**Steps For Achievement:** Many people have aspirations, though few truly work to achieve them. Depending on the goals, the following may assist in guiding the character for those achievements.

- » Begin and operate a business in a known field. If not in the field of the final goal, it may be a stepping stone for financial stability. That business may be built up to become attractive for larger buyers to purchase.
- » Gain a degree (associate's, bachelor or doctorate) for the knowledge and prestige.
- » Work for a company within the specific field to gain the knowledge and apply it further down the road.

\* \* \* **Motivation & Aspiration RLs** \* \* \*

**Motivations-A:** Start with 1D30

- 1) To become a noble, search of knowledge
- 2) Buy a home, teaching, drugs/narcotics, marriage,
- 3) Glory in battle, gathering women/men,
- 4) Peace on Earth, blood feud, fame, high faction
- 5) Revenge for the death of a mentor, master or liege
- 6) Join the military, poverty, upgrading/renovating property
- 7) Begin a business, acquiring property/land, charity,
- 8) Revenge for the death of a friend or family member
- 9) Join a crime syndicate, gain military rank, politics
- 10) Gain one's independence, prestige, business venture
- 11) Revenge for lost personal wealth or family heirloom.
- 12) Wealth/greed, acquiring knowledge/learning, curing illness
- 13) Beautiful women/men, acquiring businesses,
- 14) To have son/daughter, rekindle a feud, history
- 15) Join a secret society, create havoc, being the best,
- 16) To have children, destroy the reputation of a family
- 17) Revenge for the death of a spouse or lover
- 18) Gain higher education degree, comfort
- 19) To marry/wed, Search for a specific person, casual lifestyle
- 20+) *To Motivation-B RL*

**Motivations-B:** Start with 1D30

- 1) Justice, avenge the death of a relation
- 2) Liberation of a people, this credit fraudulent
- 3) To have a legitimate son, become a renowned writer
- 4) Assassinate a noble/politician
- 5) Specific type of possessions
- 6) Finding faith, challenging people's ethics
- 7) Good health, being the best, writing (screen) plays
- 8) Discoring things, sports, searching for faith
- 9) Romance/love, charity, become a renowned artist
- 10) Security/safety, fame, searching for lost friend
- 11) Writing short stories, religion, join mercenaries, causing others misfortune
- 12) Business, traveling, winning awards, rekindle a war, to find soulmate, searching for redemption
- 13) Hunting down a nemesis, killing a specific person, preventing misfortune of other
- 14) Release from dept, become a renowned actor/actress/performer
- 15) Writing plays/operas, become a renowned director, seek suitable mate

- 16) Looking for own's "true love"
- 17) Advancement in science, religion comparison
- 18) Love, search for extraterrestrials
- 19) Possessions, prestige, competition, revenge
- 20) Creating music/games, recognized by liege lord
- 21+) *To Motivation-C RL*

**Motivations-C:** Start with 1D30

- 1) Protection of the weak/helpless
- 2) Changing the culture, protecting others
- 3) Financial stability, end of war
- 4) Higher social position, high fashion
- 5) Domination over others, people, drink heavily, stay intoxicated
- 6) Accepted with a government agency,
- 7) Writing novels, recognized by the crown
- 8) Colonization, territorial conquest,
- 9) Religious understanding, cultural comparison
- 10) Gaming, join a crime syndicate
- 11) Respect, destroy someone socially
- 12) Killing, to take a spouse/lover away from another
- 13) Curing illness, join a rebellion, start a war, conformity
- 14) Search for lost mentor/liege, discovering new lands
- 15) Power/influence, conquering nations
- 16) Finding things, sexual experiences, high grooming standard
- 17) Politics, property acquisition
- 18) Inventing, cure major disease, school/learning
- 19) Competition, liberation of the nation, ancient history
- 20) Murder, finish school, searching of lost spouse/lover
- 21+) *To Motivation-A RL*

## Phobias

Just everyone has a fear of some sort. Most will not be disabling by it. Any phobia that are chosen or rolled will be disabling if not controlled.

Each Phobia will have a "Severity" level attached (chart is after the Phobia's RLs). The value is how much the Phobia may effect the character when confronted with or encountering the object of the fear.

There are a good number of fears on the list. Choose (or roll and choose) as many phobias as you wish for the character. If rolling, choose one from the row and go on. Stop when you think the character is demented enough.

**Failures:** When the object of the phobia is encountered, the Severity Willpower Division is rolled and compared with the following failure list. Each failure gets another roll. The number of failures are referred to here.

No failures) **Uncomfortable**, but no other effect.

1<sup>st</sup>) **Minor discomfort**; +3 D-Mod to all actions.

2<sup>nd</sup>) **Major discomfort**; shakes/shivers, +7 D-Mod to all actions.

3<sup>rd</sup>) **Frozen**; no movement or talking (1/2 Int to respond with rapid head nods and shakes—yes or no). 1/10th Will Power (rolled once each Turn) to gain some sense. +10 D-Mod to all activities after that. *See Restoring Composure at the beginning of this chapter.*

4<sup>th</sup>) **Passed Out**; Recovery Rate is per Round: Chance is % minus the total Recovery compared to the Will Power division shown with the severity. roll (*see Recovery in the Physical Attribute section of Chapter-AA*). 1/5<sup>th</sup> Will Power (rolled once each turn) to come conscious. +12 D-Mod to all tasks after regaining consciousness. *See Restoring Composure at the beginning of this chapter.*



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### **Phobia-A:** Start with 1D30

- 1) Pleasure, writing, criminals, opposite gender, injury, lightning
- 2) Progress, weight, plastic, women, roads, satan, hell, hair, wind
- 3) Nuclear weapons, soil/dirt, buried alive, carnivals, intimacy
- 4) Paper, rape, bats, night, clocks, sunlight, birds, puppets, bridges
- 5) Bears, touches/physical contact, flood, staying single, music
- 6) Thunder, seas/oceans, flying, being alone, pain stars, failure
- 7) Dogs, insects, insanity, failure, children, fire, noise, prairie
- 8) Vehicle, suburbs, ants, closed in aress, leaving sanctuary
- 9) Computers, odors/smells, ruins, same gender, spiders, dice
- 10) In-laws, weather-adverse, poisoning/poisons, riding as passenger
- 11) Telephone/comm-units, open spaces/area, pain, stranger, clouds
- 12) Cats, undead, animals, darkness, nudity, fears nothing<sup>1</sup>, cloths
- 13) Crowds, young people, daylight, blood, poetry, weapons
- 14) Relative, people, aging, homosexual men, tornadoes, gold
- 15) Justice, public speaking, washing/bathing, gods/goddesses
- 16) Alcohol, wealth, spices, vegetables, lesbians, silver, gravity
- 17) Priests, contamination, space flight, tied up, fear of fear, rain
- 18) Speed, bulls, certain fabrics, religion, injury, holocaust, slime
- 19) Space flight, bad breath, old age, rodents, foreigner nationals
- 20+) *Recovered from a phobia; to Pobia-B*

### **Phobia-B:** Start with 1D30

- 1) Small spaces, short people, trees, bees/wasps, dirt/soil, scratches
- 2) Cold, female body parts, specific culture, being unmarried, stings
- 3) Authority, hospitals, sleeping, math, cockroaches, knowledge
- 4) Disease, robots, hederalsexuals, supernatural/paranormal, talking
- 5) People, number (4, 13, 666, other), good news, clowns, comets
- 6) Spiders, responsibility, teleporting, long words, insanity, relatives
- 7) Holly/religious objects, fur, shadows, speaking in public, myth
- 8) Hell, police, deformities, demons, politicians, fever, trains, slime
- 9) Shellfish, going to bed, eyes, infection, radiation, doctors, failure
- 10) Heaven, diving, rivers, being alone, schools, heights, cemeteries
- 11) Ones own race, cobwebs, handwriting, road travel, water, teeth
- 12) Color (specify one), plants, darkness, waves, children-girls, meat
- 13) Thunder, foreigners, health, stars, work, fast movements
- 14) Deities, government, ugliness, concert, being ridiculed, height
- 15) Reptiles, dentists, open spaces, ice, punishment, tests, pleasure
- 16) Sins, specific color, sex, doctors, heat/warmth, laughter, work
- 17) Religion, surgeries, dreams, wild animals, crowds, flashes, hats
- 18) Silence, greed, materialism, hair, male body parts, empty rooms
- 19) Blades, death, prostitution, thunder, horses, blushing, dentists,
- 20+) *Recovered from a phobia; to Pobia-C*

### **Phobia-C:** Start with 1D30

- 1) Higher authorities, small places, people of authority
- 2) Witches/magic casters, nobles, water, circuses
- 3) Reptiles, clergy, poverty, deformed people
- 4) Certain names, being touched, carnival rides
- 5) Infected people, stairs, cleanliness, technology
- 6) Queues/waiting lines, lightning, freedom, extr
- 7) Tall people, changes, dragons, needles, electricity, metal, fish
- 8) Beautiful women, medication, ghosts/spirits, clowns, whispers
- 9) Tornadoes, restricted movement/restraints, celestial space, music
- 10) Depth, frogs/toads, magnetism, abandoned places
- 11) Herocanes, clouds, horses, fire, wind, noise
- 12) Caves, mirrors/reflections, carnival games, bridges, computers
- 13) Handsome men, deformities, police, photos of self
- 14) Short people, northern lights, quiet

- 15) Rivers, being dirty, mystic creatures, robots, babies
- 16) Lakes, becoming mad, teleporting, sharks
- 17) Rains, dirt, poison, bees, time, tranchulas,
- 18) Sunshines, animals, heights, tunnels, lizards
- 19) Growing old, being wet
- 20+) *Recovered from a phobia; to Pobia-A*

### **Phobia-D:** Start with 1D30

- 1) Snakes, ghosts, darkness, bacteria, depth, mirrors, books, dust
- 2) Touched, older people, automobiles, fish, water, closed space
- 3) Gravity changes, corporation, theft, home, poverty, dead bodies
- 4) Drugs, eating, opposite gender, outer space/vacuums, pain, dirt
- 5) Tall people, sun, children-boys, empty room, praise, long waits
- 6) Marriage, jail/prison, teenagers, riding in vehicles, heights
- 7) Disease, being robbed, sins, satin/devils/demons, vanity, snow
- 8) Vegetables, radiation, sharp things, running water, sharks, sins
- 9) Dining out, caves, magic
- 10) Noise, deep water, hair
- 11) Garlic, mines, bald people
- 12) Clouds, dancing
- 13) Technology
- 14) Buggies/carts
- 15) Cars, coaches, teletransportation
- 16) Police,
- 17+) *Recovered from a phobia; No more are added for now.*

\* \* \*

### **Severity:** Choose or roll 2D10L1 for each Phobia.

- 1-2) Negligible (Full Will Power roll)
- 3-4) Minor (1/2 Will Power roll)
- 5-6) Moderate (1/3<sup>rd</sup> Will Power roll)
- 7-8) Chronic (1/4<sup>th</sup> Will Power roll)
- 9+) Sever (1/5<sup>th</sup> Will Power roll)

<sup>1</sup>) Fear can be a healthy thing. It prevents people from doing reckless things. If this is chosen, all phobias are removed. Mark the Courage attribute of the character with "None". Make a note that the character has no fear. Any time there would be a Courage roll, the character will not hesitate to do whatever it is. They will be the first to do something and enter into what may be dangerous. The only time the character will not do something dangerous is if it is fully lethal or dismembering. General bodily harm hard is not enough to stop them; they will heal often all.

## Sexual Passion

Universal Tales will not dictate morality. What is provided here is the variety of passions experienced by people throughout history in most all places. *If this section bothers you, skip it and go elsewhere.*

The roll lists give general orientations, fetishes and sexual yearnings. These are for the characters and role-playing. We are not condemning or condoning any part of this. Remember local laws.

**Desired/Objectionable Yearnings:** Generally, if a yearning is not marked on the character dossier, they have no desire for it. Selections may be added and changed as the campaign progresses and the character is developed.

**Fetishes:** Any sexual yearning could be considered a fetish and marked on the character dossier as such.

**Social Acceptance (SA):** Each yearning has a rating indicating a general acceptance to the overall Earther population, not individuals, clans, families, clubs, resorts or specific cultures and ranked from *SA-0* to *SA-9*. Celibacy is *SA-0* and set the ranking. *SA-1* are the mildest expression of passion and would be accepted by most all people and societies, where *SA-9* would be the hardest for most Earthers to accept.

**Yearning Degree:** Each selection for the character, including orientation, may be given a degree rating: valued from 2-20+ (2D10R), with 11 as moderate. The degree is the intensity of the yearning compared to others who enjoy similar activities. The higher the value, the stronger the yearning and pleasures for it is.

### \*\*\* Passion Query & RL \*\*\*

‡ *In what way is the character oriented sexually?* Choose or roll on the appropriate roll list for the character's gender.

\*\*\*

#### Male Orientation RL Choose or roll 3D12

- 3) Omni-sexual (SA-1 to SA-9, choose a degree or roll 2D10L1)<sup>1</sup>
- 4) Transsexual/transgender<sup>1</sup> (SA-5)
- 5) Travestite<sup>1</sup> (SA-5)
- 6) Celibate (SA-0)
- 7) Gay-submissive (SA-5)
- 8) Gay-dominant (SA-6)
- 9) Narcissistic (SA-2)
- 10) Bisexual-submissive (SA-4)
- 11) Bisexual-dominant (SA-5)
- 12) Bisexual-mix<sup>2</sup> (SA-5)
- 13+) Heterosexual (SA-1)

- Many Earther males are polygynous heterosexual, having desire for several females, though very few could handle one. Most Earther males tend to avoid deep relations and affections with females, not understanding such involvements, holding them at superficial levels.
- See General Personality section for relation details.
- **Bisexual men** are not common. **Gay men** may be more common, though many might be gay for social reasons having had adverse experiences with women and finding men easier to relate to.

#### Female Orientation RL Choose or roll 3D12

- 3) Omni-sexual (SA-8)
- 4) Transsexual/transgender<sup>1</sup> (SA-5)
- 5) Travestite<sup>1</sup> (SA-5)
- 6) Bisexual-dominant (SA-5)
- 7) Lesbian-dominant (SA-6)
- 8) Bisexual-mix<sup>2</sup> (SA-3)
- 9) Celibate (SA-0)
- 10) Narcissism (SA-2)
- 11) Lesbian-submissive (SA-5)
- 12) Heterosexual (SA-1)
- 13+) Bisexual-submissive (SVR-4)

- **Bisexual women** are common and may have physiological and sociological influences. **Full lesbians** are not as common and many of them could be rejecting men for adverse relations from the past, even from childhood.
- See General Personality section for relation details.

‡ *Does the character have any specific sexual yearning and fetishes?* Unless the character is sexual numb or singularly driven by something else, each will have passions while will stimulate them sensually.

» *Does the character prefer receiving the act or giving it, or does that not matter?*

\*\*\*

#### Yearning & Fetishes RL Choose and/or roll 3D10 until satisfied.

- 3) Menstrual cycle (SA-6), very immature youth (SA-9), animal copulation (SA-7), golden showers-giving (SA-6), vomit (SA-9), necrophilia (SA-9)
- 4) Sadism (SA-7), body hair (SA-2), strippers, low-hard rape<sup>3</sup> (SA-8), groups/orgies (SA-4), unusual insertion (SA-4)
- 5) Low-soft rape<sup>3</sup> (SA-7), sleep rape<sup>3</sup> (SA-6), immature youth (SA-7), high-soft rape<sup>3</sup> (SA-5), extreme short hair, urine, racial preference (specify), shaved heads (SA-3)
- 6) Secret voyeurism (SA-4), bedroom only (SA-1), corpious breast (L+ cup, SA-6), high soft rape<sup>3</sup> (SA-6), mature youth (SA-4), short hair (SA-2)
- 7) Free loving (SA-3), after dark only (SA-1), enhanced/augmented breasts (SA-2), high-hard rape<sup>3</sup> (SA-6), incest (SA-7), with hard/loud music (SA-2)
- 8) Role-playing (SA-3), erotica/porn (SA-2), bestiality (SA-8), smoking (SA-3), mutual masturbation (SA-3), phone passion (SA-3), affairs with spouses (SA-4)
- 9) Food (SA-2), tattoos (SA-2), strip poker/gambling (SA-3), outdoors (SA-3), unusual sexual acts (SA-4), with soft music (SA-1), armpits (SA-3), small breasts (A/B-cup, SA-2), perspiration, bald yoni/lingams (SA-2)
- 10) Tamed oddities (SA-4), splashing (messy, SA-6), fantasy (SA-2), holographic-passions (SA-3), stockings/nylons (SA-3), long fingernails (SA-3), younger partners (SA-4), stripping (SA-2)
- 11) Groups/orgies (SA-4), bald heads (SA-2), drugs (SA-4), sex toys (SA-2), dolls/maniquines, chest hair (SA-2), girl/boy watching, hands (SA-2), quiet sex (SA-1), giving hand stimulation (SA-2)

1) Omni-sexual characters desire about every nature of sexual experiences. Travestites are sexually aroused by dressing as the opposite gender, where transsexuals (often preferred to transgender) feel they are of the wrong gender and may wish to change.

2) Dominant to one gender and submissive to the other.

3) High is honest affection attachment and love, where low is malicious or vengful. Hard is rougher, where soft is more genital, but forceful.



- 12) Prostitutes (SA-3), dream sex, sex in risky places (SA-3), masturbation (SA-2), kitchens (SA-2), open voyeurism (SA-2), exhibitionist (SA-3), Short hair, body painting
- 13) Exhibitionist (SA-3), paraplegics (SA-2), wife swapping (SA-5), frottage/body rubbing (SA-3), breasts-medium (C-cup, SA-2), herstuit (SA-3), autos (SA-4), strippers (SA-3), long pubic hair (SA-2)
- 14) Erotic literature (SA-2), like being watched (SA-3), latex/ rubber (SA-3), elevators (SA-2), defecation/excrements, tribidism/mutual masterbation (SA-3)
- 15) Position (specify) (SA-2), genital sex (SA-1), oral fixation (SA-3), fellatio/cunnilingus (SA-2), pedophilia (SA-8), emence breast (SA-3, J+ cup), ménage-à-trois (SA-3), thin/skinny partners (SA-1)
- 16) Bizar oddities (SA-7), hidden voyerism (SA-5), bondage/ discipline-recieving (SA-5), any place except home (SA-2), menstrual cycle, anal fixation/sodomy (SA-5)
- 17) Voyeurism (SA-2), mixed ages (SA-4), close contact voyerism (SA-4), leather, vegetables (SA-3), very large breast (SA-2, F+ cup), tongue kissing (SA-2)
- 18) Fellatio (SA-3), Quiet sex (SA-1), uniforms (SA-1), bald yoni/lingams (SA-3), maturity (SA-1), large breasts (SA-1, D+ cup), nipples (SA-2), stretchmark (SA-2), with music (SA-1)
- 19) Cunnilingus (SA-3), Pregnancy (SA-2), medium breasts (SA-1, C-cup), pubic hair (SA-2), extremely long hair (SA-2), missionary possition (SA-1), aureoles (SA-2), in the dark (SA-1)
- 20) Long hair (SA-1), small breasts (SA-1, A/B-cup), enemas (SA-6) or sexual daydreaming (SA-2), tiny breasts (AAA/ AA cup, SA-2), black lingerie (SA-1), dog possition (SA-2), yoni stimulation (SA-2)
- 21) Specific locations (SA-2, specify), schoolgirls/boys (SA-6), hair-short, low cut tops, spankings (SA-4), small/petite bodies (SA-2), tribadism/tribbing<sup>1</sup> (SA-3)
- 22) Rough sex (SA-4), recieving golden showers (SA-5), elderly (SA-3), satyr/nymphomania (SA-2), plump bodies (SA-2), wrestling (SA-2), neck kissing (SA-1)
- 23) Masochism (SA-5), shoes/high heels (SA-3), bras/corsetts (SA-1), under-wear/panties, shave yoni/lingam (SA-2), hairy chests, feet (SA-3), muscular (SA-1)
- 24) Loud sex (SA-2), clothing, erotic dancing, long pubic hair (SA-1), yoni/lingams (SA-1), cheerleaders (SA-1), extremely long hair, chests (SA-2), breasts (SA-2)
- 25) Anyone-any place (SA-5), trimmed pupic hair (SA-2), long hair (SA-1), chat lines/rooms (SA-2), hickies (SA-2), strippers (SA-1), sex toys (SA-3), extreme short hair (SA-3)
- 26) Legs (SA-1), cyber erotism (SA-4), sexual vampirism (SA-8), extremely long hair (SA-3), spooning position (SA-1), being watched (SA-3), large nipple (SA-2)
- 27) Felching (SA-7), remote voyerism (SA-3), mature, diapers/ baby items, lingerie (SA-1), feet (SA-4), face down position (SA-1), perspiration (SA-6)
- 28) Group sex/orgies (SA-4), tan lines/tans (SA-1), frottage/ rubbing (SA-3), pubic hair (SA-2), saginal scent (SA-2), degradation (SA-5), paraplegics (SA-3), smells (SA-4)
- 29) Satyr/nymphomania (SA-2), very young partners (SA-6), posteriors (SA-2), oral fixation (SA-3), public nudity (SA-3), extreme breasts (H+ cup, SA-3)
- 30) Gloves, feet/toes, costumes/masks (SA-2), Flagellation/ whipping (SA-6), leather, Necrophilia (SA-9), blood letting (SA-9), sexual mutilation (SA-9)



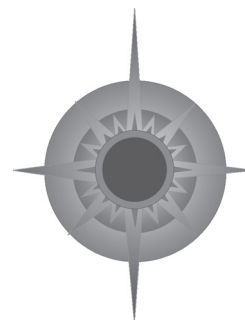
‡ **What sexual manners does the character pressent?** Each person has their own manner with the partner. They display elements of their personality. The roll list here has a few. The other sections may have manners that apply.

\* \* \*

## Sexual Manners RL

*Choose or roll 2D6 until satisfied.*

- 2) Conversational during active sex
- 3) Loud grunting during sex/climaxing<sup>M</sup>
- 4) Faint squeels during sex/climaxing<sup>F</sup>, quite sex
- 5) Goes to the lavatory shortly after climxing<sup>M</sup>
- 6) Will not use condoms<sup>M</sup>, pationate sex<sup>F</sup>
- 7) Disengages immediately after climxing<sup>M</sup>, cuddling after climxing<sup>F</sup>
- 8) Goes to the lavatory immediately after climxing<sup>M</sup>
- 9) Showers immediately after climaxing<sup>M</sup> (no cuddling)
- 10) Remains mounted until panting is done, soft gruntings during sex<sup>M</sup>
- 11) Affection sexual act<sup>1</sup>, non-emotional lust<sup>M</sup>
- 12) Remain mounted and chatts for a while



1) Tribadism, or tribbing, is a lesbian act of rubbing vulvae in the scissor position.  
2) Many men feel this is a submissive mannor and having nothing to do with sex.

M/F Entries marked with an "M" is generally a an Earther male trait, where the "F" is for Earther females, though it may apply to either gender. Other species/races may have different reactions

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## Universal Tales: Personality

Characters make up campaigns. Personality makes up the character. This chapter booklet for Character Enchiridion helps the player create unique personalities for their character. Most platforms leave it up to the players to come up with all aspects of personality. Not so for Universal Tales. As with other booklets, this one provides a plethora of options for the player to become stimulated and inspired.

### *A word of warning:*

There is a great amount of information presented here and few players have the acting ability to fully embrace what can be created. Also the nature of Universal Tales as well as this booklet is geared for mature players and should be treated as such. For younger and immature players, this booklet and Universal Tales should be avoided.

