

PERSONALITY

This section is for developing your character's personality. I know! We will get there – everyone always wants to rush off to their profession! Well, at least I did!

This section is the one it is ok to take a little bit at a time – but surprise: you already have some of this. These are the things that can help guide you during role playing and make decisions that are what your character would do based on their past and their goals and help you to understand what it is like to walk within their shoes.

Since you will be walking in them, I think it might be a good idea.

There are three major initial periods for Character Development: Zero, 2nd Level, and 5th level. You can use the same questions at each major point of advancement, as well, after 5th, but for now let's focus on the Zero Session stuff.

It is not necessary to have your character figured out before you start playing – indeed, sometimes it causes more problems for you to play them if you do – you forget to ease into it and enjoy the role. Like you, your character's experiences and early events shape their ways of seeing the world, and so as they move into the Professional stage of Mastery, we will revisit them a couple times.

TWENTY QUESTIONS

Wyrld is a role-playing game, and it is a role-centric version thereof. The meaning of this is that you, as a player, are taking on the role of the person you are creating yourself to be in and on this world. It is really kinda cool when you think about it – regardless of if you are an incarnate or an intrinsic, your liminal self gets to decide things and affect time and space in the moment (or not – liminal, and all). I admit I was a little freaked out and might not have paid much attention – hence the being a faery.

In any case, there was a game we used to play that you should play now that might help you to come to know this person you will be. We called it twenty questions – and the premise was that you could ask 20 questions about something and then make a guess as to what it was. This is a little easier in a lot of ways, but the questions aren't always the easiest sorts. So, let's go!

❖ What is your motto?

Mottos are short, pithy sayings that represent an ideal of the character or something they value. A good motto isn't more than 120 characters. Mottos are *optional*.

❖ What are you afraid of?

Three things that scare the bejeezus out of the character. *No character is without fear*. Even a Therian Vanguard has something that will terrify them during a berserk rage.

❖ What do you want to do with your life?

❖ What do you long for or yearn for?

❖ What do you hope to achieve one day?

Everyone has something they long for, they plan for, they hope to achieve some day – even if it isn't realistic. It could be a nice chunk of land, a place to belong, a kingdom to call their own, a good hot meal and a warm bath.

Desires can change over time, so pick one to three that your character will start with – they can be simple or elaborate – up to you.

Place of Birth			
D24	Result	D24	Result
01	Forest	13	House Home
02	Village Remains	14	Home of a Physic
03	Inn or Public House	15	An infirmary
04	Keep or Fort	16	Temple
05	Brothel	17	Tavern
06	Stable	18	Alley
07	Outhouse	19	Barn
08	Bathroom	20	Guild House

❖ **In what sort of a place were you born?**

Not in terms of your Homeland, but more about the locale of your birth.

Here's a quick table for ya if you want.

09	Shrine	21	Settlement Refuge
10	Manse	22	On a boat or a ship
11	Home of a family friend	23	Rubbish Heap
12	Family Home	24	Field

❖ **How do you come into the world and why did that happen?**

❖ **Who are your parents?**

Surprisingly, everyone has parents – they just may not have been all that involved.

❖ **This can also be a way to ask Who raised you?**

The goal being to have some rough idea of who your parents were, what they did to put food on the table and make clothes for your back. What has become of them in the years since?

❖ **Do you have any siblings?**

He, She, They – were you an only child (a rarity) or did you have siblings? Of course, this raises additional questions. You went off to be an adventurer.

○ **How many siblings and what did they get named?**

○ **Who is older, who is younger?**

○ **What became of them?**

○ **Do you get along with them?**

❖ **What was your childhood home like?**

No need to go into detail, just a sentence is fine. This is the environment you grew up in.

❖ **What is your favorite childhood memory?**

Everyone has one – and they don't always share it. It becomes cherished, and special.

❖ **Why did you gain the background you chose? What led you to that?**

This is to help you tie things together with what you have so far with where you are going to be headed.

❖ **What was significant event in your life?**

This is a major thing that left a lasting mark you still have to this day, other than the one you already got

❖ **What are two personality traits you have?**

Not in the sense of “Witty” or “Charming”, but in the sense of something they have done or do that speaks to the kind of personality they have. A “show, not tell” kind of thing. For example, Arabesque is prone to dancing and humming to herself while she travels. I am an early riser. Ok, no, not really, I sleep like the dead and that's why I find places up high to crash.

❖ **What are two of your personal ideals?**

Yes, you thought about the values you have, the sins and the virtues, but now we put them together to form a trait that is descriptive of how you put those into practice.

❖ **Who do you care about the most?**

For Rafael, he has a granddaughter that he dotes on.

❖ **What is your favorite possession?**

Yeah, I know you haven't gotten there yet, but you will. It might not be your trinket, but it could be something like that.

❖ **Where are you most at home?**

Have you found it, or are you still looking for that place that speaks to your inner self?

❖ **Do you want to find love?**

Not everyone does. Just as important as the simple yes, no, maybe is what does it look like for you when you find it? This can matter in the game if your DM uses romance storylines.

VALUES

Every person has a code that they believe in. This code has Positive aspects and Negative aspects. This moral code is nonbinding but should have an influence on the character as you play them – especially since it will have an effect in encounters with other people. It is the navigating of those many different codes on a personal basis that can often create internal conflicts that are real in the moment.

Each Heritage had a description of a few Values that you should have set down as part of your character's values. Here, we will add two to four more to it. Each Homeland also has a listing, and there are Moral Codes built into some of the character Professions as well.

All of these will feed into your Moral Code, ideals with which you have been raised your whole life, and these here come from your character's experiences in life so far, ultimately giving you a set of values, from virtues you have been told to aspire towards to vices you have been told are sinful, or wrong, and this all feeds into that measure, their personal basis for right and wrong. Much of this develops over time, and this is for the creation of a character who is just starting out, so having only two to four right now works.

Like the Seven Deadly Sins and Seven Heavenly Virtues, they gently inform the character's decisions and choices, and it is the strength with which they hold to this code that may have an impact on their honor, renown, and related scores.

Examples:

THE SEVEN HEAVENLY VIRTUES: Prudence, Justice, Temperance, Fortitude, Faith, Hope, & Charity.

THE SEVEN CAPITAL VIRTUES: Chastity, Temperance, Charity, Diligence, Patience, Kindness, & Humility.

Perhaps Aristotle's are more to your liking: Courage, Temperance or *Self-Control*, Generosity, *Greatness of Soul* or Magnanimity, *Measured Anger*, Friendship, & Wit or Charm.

THE SEVEN DEADLY SINS: Pride, Greed, Wrath, Envy, Lust, Gluttony, & Sloth.

Ponticus offered these: Gluttony, Prostitution, Fornication, Avarice (*Greed*), Envy, (*Sadness at another's good fortune*), Wrath, Dejection, Boasting, & Pride (*Self-Overestimation, Arrogance, or Grandiosity*).

A moral code has two parts – affirming and punitive.

VIRTUES

Affirming things are the goals that people strive for in their daily lives, the **Virtues** of that region, positive character traits people aspire to be and do and live by. They are virtues, the things you are told to try to do more, that you are rewarded for doing, that people are held up as an example for you to follow.

Typically, a person will have five to nine Virtues that they use as aspirational ideals, and that influence their moral code.

Pick two to three things that you feel are worthy for your character to aspire towards.

You don't have to do the whole collection, like Wisdom, Understanding, Counsel, Knowledge, Piety, and Fortitude, just a few to start off, because you have a couple already and will be adding a few more soon.

VICES

Punitive Codes are the **Vices** that people avoid or punish. Negative aspects are things you avoid, you regret, you don't want to be like or do. They are vices, the things you are told not to do, or shown why it is bad through the examples of others or punished for doing.

The great key to Vices is that they do not need to be the *opposite* of the Virtues, they can be other things and it can be assumed that the opposite of the virtues are undesired.

Pick two to three things that you feel are worthy for your character to aspire towards.

SELECTIONS

Ah, but where do you pick them from, you ask? Well, it turns out here is a list of different Values presented in some kind of order. It is important to note that what one person may think of as a Virtue could be another person's Vice – often the shared values we have in common with others are dependent on us all receiving many of the same lessons early on. It is our experience with them that shapes and changes how we deal with and approach and value those ideals.

Acceptance	Adaptability	Aloof	Ambition	Apathy
Arrogance	Assertiveness	Authenticity	Beauty	Benefice
Bluster	Caring	Certitude	Cleanliness	Clumsy
Commitment	Compassion	Confidence	Conservatism	Consideration
Contentment	Cooperation	Courage	Courtesy	Cowardice

Creativity	Cruelty	Deceit	Deception	Decisiveness
Defiance	Demureness	Denial	Detachment	Determination
Dignity	Uncaring	Discordant	Discouragement	Discourtesy
Disharmonious	Dishonesty	Dishonorable	Disorderliness	Dispassion
Disruptive	Distraction	Docility	Emotionlessness	Empathy
Encouragement	Endurance	Enthusiasm	Ethical	Excellence
Excess	Extroversion	Fairness	Faith	Faith
Fervor	Fidelity	Fixation	Flexibility	Focus
Foolhardiness	Foresight	Forgiveness	Friendliness	Friendship
Generosity	Good Counsel	Good Judgment	Good Manners	Good Temper
Grace	Graciousness	Gratitude	Greatness	Harmonious
Helpfulness	Honesty	Honor	Hope	Humility
Idealism	Imaginative	Immodesty	Impiety	Impracticality
Inconsideration	Indecisiveness	Independence	Indignity	Indolence
Industriousness	Infidelity	Inflexibility	Ingratitude	Initiative
Integrity	Introspection	Introversion	Joy	Joyfulness
Justice	Kindness	Leadership	Liberality	Love
Loyalty	Magnificence	Malice	Mediocrity	Meditation
Meekness	Miserliness	Moderation	Modesty	Naivety
Obedience	Optimism	Orderliness	Passion	Patience
Patriotism	Peace	Peacefulness	Perfectionism	Perseverance
Piety	Pragmatism	Preparedness	Pride	Principled
Prudence	Purposefulness	Rationality	Realism	Refusal
Reliability	Respect	Responsibility	Responsiveness	Restraint
Reticence	Reverence	Sacrifice	Security	Self-Control
Self-Discipline	Self-Knowledge	Service	Shyness	Sincerity
Slovenliness	Softness	Stability	Steadfastness	Stinginess
Surrender	Sympathy	Tact	Taking Risks	Temperance
Temperate	Tenacious	Thankfulness	Thinking Of Others	Thoughtfulness
Thoughtlessness	Tolerance	Tranquility	Trust	Truthfulness
Uncaring	Uncertainty	Unconcern	Uncooperative	Understanding
Understanding	Unfeeling	Unforgiving	Unfriendliness	Unfriendly
Ungraceful	Ungraciousness	Unhealthiness	Unhelpful	Unity
Unprincipled	Unreliability	Unsociable	Unspirited	Unwelcome
Visionary	Weakness	Welcome	Wisdom	Wit
Wonder	Worry	Zeal		

GENDER BASED VALUES

Some folks like to use values based on traditional gender roles for their characters. This is optional, but here are the three major groupings as they pertain to Wyrld for “idealized” expectations, *from a Sibolan perspective*. Aztani tend to flip the roles for manhood and womanhood, whereas Durangans apply the same Manhood role to everyone.

WOMANHOOD

Affectionate, Benevolent, Caring, Charismatic, Charitable, Collaborative, Compassionate, Cooperative, Courageous, Cunning, Decorous, Dedicated, Devoted, Disciplined, Empathic, Enduring, Expressive, Faithful, Generous, Gentle, Gossipy, Graceful, Helpful, Honest, Honorable, Humble, Intelligent, Kind, Modest, Moneywise, Moral, Noble Character, Organized, Patient, Peacemaker, Poised, Pure, Resilient, Respectful, Self-Sacrificing, Semi-Divine, Sensitive, Suffering, Supportive, Sweet, Tender, Understanding, Virtuous, Warm.

ENBYHOOD

Alert, Ambitious, Brave, Collaborative, Compassionate, Cooperative, Courageous, Creative, Dependable, Devoted, Diligent, Direct, Disciplined, Earnest, Empathic, Endearing, Enduring, Ethical, Expressive, Fair, Generous, Gentle, Graceful, Helpful, Honest, Honorable, Imaginative, Impartial, Intelligent, Just, Kind, Knowledgeable, Loyal, Modest, Patient, Perceptive, Prudent, Reliable, Resilient, Resolute, Respectful, Responsible, Self-Disciplined, Supportive, Tactful, Truthful, Understanding, Vigilant, Virtuous.

MANHOOD

Acumen, Alert, Ambitious, Balanced, Bold, Brave, Caring, Charismatic, Cheerful, Courageous, Creative, Decisive, Defender, Dependability, Diligent, Direct, Dutiful, Earnestness, Enduring, Enthusiastic, Fairness, Follower, Has Initiative, Honorable, Imaginative, Impartial, Instructive, Just, Kind, Knowledgeable, Leader, Loyalty, Mannered, Mellow, Modeler, Patient, Perceptive, Persevering, Prudent, Reliability, Resolute, Responsible, Self-Disciplined, Sound Judgment, Tactful, Truthful, Upright, Vigilant, Witty.

REASON TO ADVENTURE

One of the more interesting things about Adventurers is that they all have different reasons for adventuring. While the most common and well-known reason is that it is a good way to make money, there are many other reasons, and they all make for a great way to help drive some of the backstory for a character. Here is a list of possible reasons to Adventure.

Because it is there to be done.	The thrill of adventure.
To answer a question.	To become Famous & Renowned.
To become Infamous and Feared.	To boldly go where no one has gone before.
To build something of value.	To come of age.
To defeat an evil scheme.	To demonstrate competence.
To earn new ways of crafting.	To encounter new cultures.
To enforce the law.	To escape the law.
To explore strange new lands.	To find a way out of this crazy world.
To find a way to stay in this wonderful world.	To find love.
To find magic items.	To find new places to pan gold.
To find new spells.	To find the second star to the right, to keep going until dawn.
To free the oppressed.	To gain vengeance.
To get high.	To get laid.
To grow stronger.	To have freedom and few responsibilities.
To make even more money.	To offer something of value to their patron.
To prove something.	To recover something lost.
To sail beyond the sunset and all the eastern stars.	To save their family.
To save their people.	To save their village.
To see where the road leads.	To seek out new experiences.
To seek out new peoples.	To show defiance.
To solve a mystery.	To test themselves against dangers.
To unearth ancient civilizations.	True love.

What is the reason that you go out and adventure?

PHB, TGE, XGE TABLES

Now that you have done all of that, it is recommended that you take advantage of the additional options found in XGE, if you have access to it, for rolling or creating additional aspects.

Xanathar's Guide to Everything offers several additional tables on pages 61 through 73 for adding additional depth to this part.

2ND LEVEL SESSION

In this session, we will focus on which they favor and which they do not, and then turn to another round of 20 questions.

By Second Level, you have undergone some trials that have challenged and tested you, and so it is a good time to add in and revisit aspects of your character. Among those things you can do is another round of 20 Questions!

QUIRKS & HABITS

- What sort of Posture do they have?
- What kind of walk do they have?

What are two common gestures they tend to make without thought (tapping lips, curling hair, fidgeting)?
Are they optimistic or pessimistic?
Are they organized (neat) or cluttered (messy)?
Do they like to plan or do they prefer to wing it?
How do they prefer to resolve conflicts?

LIKES

What is their favorite color?
What are their two favorite accent colors?
What's their favorite meal?
What is their favorite gemstone?
What is their favorite flower?
What is their favorite kind of pet?

DISLIKES

What is their least favorite color?
What are their two least favorite accent colors?
What's their least favorite meal?
What is their least favorite gemstone?
What is their least favorite flower?
What is their least favorite kind of pet?

20 QUESTIONS

Here are 20 more questions to ask, having had a bit of time in the character...

Do they have any allergies, diseases, or other ailments?
What phrases are they known for saying?
Do they have any bad habits?
What are their biggest pet peeves? What annoys them?
What is the greatest extravagance they allow themselves?
What do they hope for themselves in 20 years?
What is the worst thing a person can do?
What would they give their life for, if anything?
Is there anything they'd refuse to do, under any circumstances?
What is their earliest memory?
Growing up, what did they enjoy doing?
Growing up, who were their friends?
What's their favorite story from during their apprenticeship?
When was the first time they fell in love?
Who is important in their life now?
Who has influence over them and how?
Can they be vulnerable?
Can they let others protect them?
Who can they let others protect?
Why can they let others protect?

5TH LEVEL SESSION

By Fifth Level, you have undergone some trials that have challenged and tested you, and so it is a good time to add in and revisit aspects of your character. Among those things you can do is another round of Questions!

QUESTIONS

What is the best thing they've ever done?
What is their best memory?
What is their worst memory?
What is their biggest secret?
What is their greatest regret?

What is the most important thing to ever happen to them?
What is their greatest achievement?
What is the vilest thing they've ever done?
What's the worst thing that's ever happened to them?
When was the time they were the most frightened?
When was the time they were most excited?
What is their most embarrassing moment?

Now is a good time to revisit some of your answers from before, in other sessions, and see if they still work or fit.
And that's it. If you don't know your character by now, well, you've got some work to do!