

Personal Profile

Character			Player		
Describe your Role				Date	
Int	Wis	Cha	Com	Influence	Prowess
Morality					
Perversion				Chaste	
Life has no value				Value Life	
Cruelty				Humane	
Revenge				Mercy	
Greed				Generosity	
Loyalty					
<i>1=Stab in the back 10=Give Life for (Notes)</i>					
Family					
Friends					
Employer					
Self (Where do you fit 1-10)					
Loner	1	10	Works with group		
Play now pay later	1	10	Self Discipline		
On a Whim	1	10	Practical		
Necromancy, Mutate Things, Abuse Nature	1	10	Natural Order of things		
Carefree	1	10	Seriousness		
Abrasive	1	10	Friendly		
We are all doomed	1	10	Good Attitude		
Aggressive	1	10	Passive		
Blusterous	1	10	Diplomatic		
Take Risks	1	10	Cautious		
Boastful	1	10	Humble		
Secular Values					
Bureaucracy		Justice			
Holy Laws (All)		Truth			
Holy Laws (Mine)		Written Law			
Personal Values					
Ego		Your Race			
Integrity		Your Country			
Personal Glory		Country's Leaders			
Personal Power		Social Status			
Political Power		Your Career			
Money		Hobby			
Vanity		Collections			
What do you do as a hobby _____ What do you collect _____					

Morality is used to tell how good or evil a person is. Extreme ranges 3 or less you are starting down the path of evil; negative numbers are evil and, 8-10 is very good.

Cruelty has to do with torture, of body, mind or soul and or a continued use any abuse against someone.

Value Life = Your view of how important is a life to the person whose life it is.

Your morality numbers, when added together equal a negative you are irredeemably evil.

High blue numbers are lawful.

These items are personality traits. People may, like you or not, based on these numbers. But, rarely will they think you evil or good for them.

Secular and personal Values: How are important are these to your PC (1-10) 10s are the most important to you.

These items are things that you might have a reason to live/die for but rarely would.

Remember we all have conflicted goals and desires so it okay here too. However, realize that you should use higher #'s to trump lower #'s when you have a hard decision to make. Example if you have a 9 in country's leaders and 10 in ego, you may not apologize for something even if your leader tells you too.

See page 29 of the GenSys Tome to use any of these to adjust your rolls and checks.