

CHARACTER QUESTIONNAIRE

PART I: *Basic Information*

1. What is your full name?
2. Where and when were you born?
3. What are/were the names of your parents?
4. What are/were your parents' occupations?
5. Give a brief description of your parents' personalities:
6. Do you have any siblings? If so, what were their names?
7. Give a brief description of your siblings' personalities:
8. What color are your eyes?
9. Describe your hair:
10. How tall are you?
11. How much do you weigh?
12. What body type are you (i.e. trim, muscular, etc.)?
13. Do you have any distinguishing marks?
14. What do you typically wear?
15. Are you right- or left-handed?
16. Do you have any strange mannerisms, quirks, etc.? If so, list:
17. Do you have any catch phrases? If so, list:
18. Which social class do you belong to?

PART II: *History*

19. How would you describe your childhood in general?
20. What is your earliest memory?
21. How much education have you had?
22. Did you enjoy school?
23. Where did you learn most of your skills or abilities?
24. While growing up, did you have any role-models? If so, describe:
25. While growing up, how did you get along with your family?
26. As a child, what were your favorite activities?
27. As a child, what kind of personality traits did you display?
28. As a child, were you popular?
29. Name three friends you had as a child and describe them:
30. If you are a supernatural creature, please describe how you became such:

PART III: *Influences*

31. What do you consider to be the most important event of your life (so far)?
32. Who has had the most influence on you?
33. What do you consider your greatest achievement?
34. What is your greatest regret?
35. What is the most **evil** thing you have done?
36. What is the most **selfless** thing you have done?
37. What has been the scariest moment of your life?
38. What was the most embarrassing moment of your life?
39. If you could change one event from your past, what would it be and why?
40. What is your happiest memory?
41. What is your most unhappy memory?

PART IV: Beliefs and Opinions

42. Are you generally optimistic or pessimistic?
43. What is your greatest fear?
44. What are your religious views?
45. What are your political views?
46. What are your views on sex?
47. Are you able to kill?
48. Which circumstances justify killing?
49. When is killing not justified?
50. In your opinion, what is the most **evil** act any being could commit?
51. Do you believe in Fate/Destiny?
52. Do you believe in true love/soul mates?
53. What do you believe makes a life meaningful?
54. If there is only one task you could complete in your life, what would it be?
55. How honest are you about your opinions?
56. Are you generally introverted or extraverted?
57. Do you have any biases or prejudices?
58. Where did these biases/prejudices originate?
59. Is there anything you refuse to do under any circumstances?
60. If so, why do you refuse?
61. Who or what would you be willing to die for (or go to other extremes for)?
62. Are your beliefs typical for your race/culture?
63. If not, how did you come to possess them?

PART V: Relationships

64. How do you typically treat others (i.e. rudely, politely, etc.)?
65. Does your treatment of others change the longer you know them? And if so, how?
66. Who is the most important person in your life? Why?
67. Who is the person you respect the most? Why?
68. Who are your friends?
69. Do you have a best friend?
70. Describe the friends you have:
71. Do you have a spouse or significant other? If so, describe them:
72. Have you ever been in love? If so, what happened?
73. How close are you to your family?
74. Have you started your own family? If so, describe them. If not, do you want to? Why or why not?
75. Who would you turn to if you desperately needed help?
76. Do you trust anyone? Why or why not?
77. Do you trust anyone to protect you? If so, who and why?
78. If you died or went missing, would anyone miss you? Who?
79. Who is the person you despise the most? Why?
80. Do you tend to argue with people or avoid conflict?
81. Do you tend to take a position of leadership in social situations?
82. Do you like interacting with large groups of people?
83. Do you care what others think of you?

PART VI: General and Self Image

84. Are you spontaneous? Or do you always have a plan?

85. What are your pet peeves?
86. What, if anything, shocks you?
87. Do you have a strange sense of humor?
88. How do you deal with stress?
89. Are you open- or close-minded?
90. What is your greatest strength?
91. What is your greatest weakness?
92. If you could change one thing about yourself, what would it be and why?
93. Are you generally messy or organized?
94. Name three things you are good at.
95. Name three things you are not good at.
96. Do you like yourself?
97. Why are you adventuring?
98. What reason drives you to adventuring?
99. Are your true reasons different than the reasons you give others? If so, what do you tell others?
100. Where do you see yourself in five years?
101. If you could choose, how would you want to die?
102. If you only had 24 hours to live, what are three things you would do in that time?
103. What would you like to be remembered for after your death?
104. What three words best describe your personality?
105. What three words would others use to describe you?

ALIGNMENT

I've been pondering the subject of alignment for some time now. Not just because of the Alignment book I am working on. I personally want a game rich in depth, not just of world but of character. I don't like stereotypical characters (although they are fun to play on occasion). I want meaning. That's the reasoning behind the questionnaire. That's also why I'm going to go through the added hassle of adjusting the alignment system.

As of the next game session, we are going to switch to the Triple Alignment system as presented in the soon to be published Emerald Press Campaign Options: Alignment book. I'm going to paste the relevant material below.

The main difference is obviously the fact that instead of two alignment parts (i.e. chaotic neutral or lawful good), there will be three alignment parts. Also, the player will have an Archetype that applies (generally) to their character's personality. The Archetype is decided upon based on the characters alignment.

For the cleric(s) of the group, this means you will not be able to follow in your deity's alignment footsteps. Unless the deity was once a mortal, their alignment cannot be fathomable. The actual children of Phoebe are embodiments of the ideals of Balance. They are neither good nor evil. They are beyond such paltry humanized terms. Their followers also do not have to hold to any alignment rules for their class.

Clerics of deities that were once human will still be held to the alignment restriction.

Triple Alignments

A possibility to enhancing the alignment system of the core rules is to introduce *triple alignments*. For example, instead of having a fighter who is *lawful good*, you can play one who is *neutral lawful good* or *lawful neutral good*. The difference between the two can be quite significant.

The use of triple alignments is for heavier roleplaying and deeper characters, offering

players a chance to have personal conflicts within their decision making process, primarily in the form of guilt should the right circumstance come along.

To explain triple alignments, we will need to break down an example:

lawful neutral good

The first presentation of this alignment (lawful) represents the character's social alignment, as before. To best explain this facet of the alignment, it is the equivalent of Sigmund Freud's reference to the *ego*, the sense of an outside world and the need to please and conform to it. It is the reflection of the character's current societal influence in his decision-making process.

The second is the character's *conscious personal alignment*, a representation of realised choices in which the character will make for himself. As it is commonly varied and opposed to the social alignment, this is generally the *id* of the character's personality, a more direct representation of personal choices. It demonstrates matters which decisions the character chooses as important and bases his life around. The difference between this conscious alignment and social alignment is that the former has a heavier weight on the character's mind and will cause large doses of guilt should he choose not to follow it. Conscious alignments can only be selected from lawful, neutral, and chaotic. While a character that is *lawful good evil* may allow for extremely interesting roleplaying, it is not plausible for this system.

The final section of the triple alignment is the *unconscious personal alignment*. This is the inherent nature of the character that can never be changed without major psychological "re-wiring" or magical alterations and can only be selected from good, evil, or neutral.

Therefore, a *lawful neutral good* character will be a personal character that has a caring respect for life and is very protective of those who are close to him yet grows up in a place governed by rules and stoic judgments in which some individuals may have to be sacrificed or punished for the benefit and protection of a larger population. Such a character may be forced into serving a military unit through a draft but may feel obliged to avoid such service in order to stay with his family.

Any character whose social and conscious alignments are identical need not refer to them as part of a trio. A *lawful good* character is assumed to be "*lawful lawful good*" in the triple alignment system. A character who is "*neutral neutral neutral*" will actually be *neutral*.

Triple Alignment:	Archetype:
Chaotic Evil	Sadist
Chaotic Good	Crusader
Chaotic Lawful Evil	Brute
Chaotic Lawful Good	Lawmaker
Chaotic Lawful Neutral	Lobbyist
Chaotic Neutral	Explorer
Chaotic Neutral Evil	Dominator
Chaotic Neutral Good	Protector
Lawful Chaotic Evil	Hatemonger
Lawful Chaotic Good	Purist
Lawful Chaotic Neutral	Co-ordinator
Lawful Evil	Manipulator
Lawful Good	Noble
Lawful Neutral	Negotiator
Lawful Neutral Evil	Betrayer
Lawful Neutral Good	Enforcer
Neutral Chaotic Evil	Schemer
Neutral Chaotic Good	Rebel
Neutral Chaotic Neutral	Guardian
Neutral Evil	Possessor
Neutral Good	Peacekeeper
Neutral Lawful Evil	Profiteer
Neutral Lawful Good	Avenger
Neutral Lawful Neutral	Persuader

Converting to Triple Alignments

When adapting your characters to the triple alignments, it is simply a matter of selecting one additional facet such as neutral, lawful, or chaotic, to your character's overall personality. It is important to remember that the conscious personal alignment (good, evil, or neutral) does not change in this conversion. You must choose between adding a social alignment or an unconscious personal alignment.

To do this, you must ask yourself one question: does your character makes choices of Law, Chaos, and Neutrality based on his own feelings or by the whim of others? If you are playing a *lawful good* fighter, does he enforce the laws because they are handed down by the ancients and governed by a council of elders or does he do so because his own personal convictions guide him? If your character's action are governed by others and the choices they make, then *lawful* would become the social alignment and the player must choose an unconscious triple alignment (thereby converting it into *lawful _____ good*). If your character is guided by his own morals above those of his surroundings, then it is the social alignment that must be selected (thereby converting it into _____ *lawful good*). Doing so requires a concrete understanding of the character that you have already been playing or that you want to play and hence explains the purpose behind using triple alignments for experienced role-players. If the social and unconscious alignments match, then your fighter will simply remain as *lawful good*.

Noble (Lawful Good)

This is perhaps one of the most commonly believed traits in the pursuit of Good and conquest over Evil. Following a code of honour is considered by many – including some of the most powerful planar forces of the planes of Good – to be a power in which no evil creature can overcome. Scruples, principles, and an edict from which to live by and die defending are the practises of a noble character. These codes can be practical or highly irregular, even contradictory to each other. A paladin who swears to never take a life but gladly slays evil creatures makes such a contradiction but falls upon his code of nobility to know that the elimination of Evil in all its forms drives his life and takes precedence over such oversights.

Enforcer (Lawful Neutral Good)

Life is worth living and the need for the individual to succeed at his own ventures is a worthy venture to strive for in a perfect society but there are some forces that work in opposition to each other and harmony must be maintained. This is the role of the enforcer, a necessary step in maintaining peace by drawing a line in the sand that is best not to cross.

This type of good character is willing to turn a blind eye to some aspects of a lawful society and respects that not every individual, even those who are good at heart, are going to come to an agreement on how to live a wholesome life, but there are some aspects that cannot be tolerated, and when push comes to shove, the enforcer will heave. Characters with a policing authority in a small or large community are the most common type of characters to have this belief.

Purist (Lawful Chaotic Good)

There are few in the worlds of the gods that can stand up to the measure that has been set to follow and it is a shame that so many must be left behind. By obtaining that highest level of abstinence and perfection, such a highly regarded good character may just be able to save his people from damnation and give the gods hope that these delicate mortals may yet rise to the challenge someday soon.

A purist mixes the strict edicts of the noble character with the saviour-without-request attitude of the crusader. His own inner journey is an example for others to follow and his sacrifices may yet prevent his people from being wiped out or tossed aside in favour of another race that might yet gain favour of the gods of Good. He does not seek to preach his extreme beliefs but would gladly reveal the possibilities to anyone who should ask voluntarily.

Neutral and Good

Neutrality says that all must exist equally in their own right and this outlook works well with Good...so long as it is towards the well-being of all life.

Peacekeeper (Neutral Good)

Neutrality is the aspect of peace and respect for all other aspects and creatures, while Good focuses on a respect for all life. Blending the two together is quite cohesive and will generally result in active

peacekeepers, working hard to prevent acts of war and aggression that would seek multiple sides spilling blood with the goal of winning an argument or settling a dispute. While this type of good-aligned characters would prefer to see the majority of the population following the Good path, they understand that not everyone will see things in the same light and that is what makes the universe so interesting.

Being a peacekeeper does not always mean allowing Evil (or perhaps non-Good) to have equality. If a party of evil orc barbarians begins to sack nearby villages, pillaging as they go, they will not be offered a couple of hamlets on the outskirts of the kingdom's border for good measure so long as they do not proceed any further inland – the peacekeeper will attempt to find a non-violent means of sending the barbarians back from whence they came. If not, he will gladly stand at the head of the charge with his sword drawn to push them back...or bury them where they fall.

Avenger (Neutral Lawful Good)

Life exists as it must for years uncounted and beyond the scope of any mortal mind but there comes a time when an action cannot be accepted and shrugged aside. There comes a time when matters must be set right, even if they cannot change the course of time and the events that have already occurred. There must be punishment.

The slight difference between the enforcer (*lawful neutral good*) and the avenger (*neutral lawful good*) is timing: the enforcer works to prevent acts of evil while the avenger sets out to correct them after they have been completed. Not every deed is sought vengeance by this character type but there are some foul deeds that know no limits. (See the murder sidebar above for details on how far a good character may be willing to go for revenge.)

Rebel (Neutral Chaotic Good)

No entity can dictate the needs and desires of every single individual – each person must find their own path and it may not be viewed the same as others. To some, the actions of a rebellious good character may seem unlawful or corrupt, but their actions serve the same purpose if not the same guise.

The use of the rebel character type is similar to that found as the original listing for chaotic good in *core rulebook I*, a hero who takes to the underground to slip past the laws set down by society to achieve acts of goodness that may be desired but wrangled down by limitations set down by the very society who wishes to have them changed. In most cases, a rebel character set his sights on this very people who crafted such laws to work in their favour. Their methods may not seem enlightening, but their heart is definitely in the right place.

Chaos and Good

Chaotic creatures are quick-minded and impulsive, sharp in their reactions and never reviewing their actions with doubt at a later time. Adding Chaos to Good creates a mixture of a personal quest to create a fair world for all to live in.

Crusader (Chaotic Good)

The history of the European world is filled with over-ambitious clergymen, lords, and other men of power who used the words “heathen” and “infidels” with more frequency than some of the racial slurs that are used in our modern day. As Chaos resembles the energy of absolute impulse, it has resulted in the “Crusader effect” when mixed with the forces of Good.

In the eyes of these individuals, there is only one means to living a complete and decent life and that is by practising Goodness. While many take to the peaceful path and use their knowledge of words and philosophy to persuade those alternate beliefs to their flock, a select few will resort to violence should those words fail or take them as a first resort and spare the writings so that they might be best served to announce their victory instead. To those of an opposing alignment (and particularly those who stare down this invading platoon), a crusading party of good-aligned knights and priests is just as dangerous as a horde of evil goblins rushing down the mountainside.

Lawmaker (Chaotic Lawful Good)

The laws of an organized society are created by the needs of the people. In some cases, they are begun with the actions of one individual who saw the need for change and stepped forth to make his case heard.

A lawmaker is a character who sees the law as a system of democracy (even if the land should be ruled under a king) and sets out to make the lives of his fellow citizens better by changing the way these

decisions are made. They use their passion and the law to convince others of these needs and enact social change from within. They are highly charismatic with strong convictions and view law as a means to a better lifestyle and invoke purity in his people.

Protector (Chaotic Neutral Good)

Combine the individualistic attitudes of the chaotic character with the highest respect of personal choices of the neutral hero and you have created the protector, a defender of rights and champion of the trampled. The protector is a firm believer in the need for all individuals to live their lives in the manner that they see fit (so long as it adheres to an equal respect for others' lives as well – give and take). They are quick to pounce and passionate for their cause, highly charitable and commonly acting without concern (or sometimes, thought) for both personal and financial costs. In some cases, they fight for those who may not want their help but the pull of the downtrodden is too powerful for the protector to allow a few nervous rejections to turn him away.

The battles of the protector can vary as there are many ways for a good character to defend those who are unable to defend themselves against infringement: from physical battles to those in a courtroom, even to take them as far as the throne rooms of mortal kings and the chambers of powerful gods. The protector is willing to bend the laws of mortalkind in order to fulfill his mission, so long as they do not break the conduct of a good character. As always, certain questionable actions can always be condoned by purpose.

Law and Evil

Laws exist for others to follow and to prevent all-out mayhem to follow. Law and Evil make for an odd pair – the law is made to be interchangeable and those changes are best put into the pockets of the most powerful and corrupt.

Manipulator (Lawful Evil)

Someone must stand atop the rest and lead them, make their decisions for them, and set down a foundation for all to follow – Law is an aid to order and flow, there is no question about that. But someone who stands in a such a position needs to be rewarded properly, certain favours must be taken into account, and sometimes the rules needs to be changed to suit the moment. Laws are flexible and they can be bent or broken if you know how.

The manipulator is a sly creature who uses his position of power to shape events and other creatures into his favour. He is a believer in the need for contract and handshakes but a loophole is a loophole. Taking something in broad daylight is not his style, but convincing someone to give them something that they never wanted to surrender in the first place is a victory for the manipulator. Conquest by means of sly wit and intelligence is reward enough and there is a rather large grin upon his face as he stands back and observes his own work.

Some *lawful evil* characters may respect those who are able to cheat them out of their own goals, commending their superior skill at twisting facts and words...but not likely. If a character respected someone else's skill and abilities, he would not be evil, would he?

Profiteer (Neutral Lawful Evil)

With so many opposing forces out there, someone should be able to squeeze in and make a little profit before everyone has wiped themselves out and the last one standing rules all. The profiteer is a mercenary of suffering, contracting themselves to the highest bidder in service of whatever evil deed needs doing. Sides and opinion do not matter, just the reward. No objective is too vile, no target is too large, so long as the mission does not require them to sacrifice their own life in the process.

For some of the most intellectual profiteers, they scheme and plot in the darkness behind the darkness to force the hand of other evil creatures in their favour. They are the shadows unseen where light never shines and their existence is known only to themselves, save for the rumours and legends that they allow to exist and be told.

Brute (Chaotic Lawful Evil)

Some evil creatures are not as ambitious as others and want nothing more than a fresh victim to torment and pick on. They offer their services or pledge allegiance to another evil creature (or sometimes from someone of a different alignment that does not mind the tactics an evil creature may resort to) in exchange

for having a steady supply of victims for its own sick pleasures. All they need is enough to get by and new bodies to put to their experiments. Sometimes they are given objectives to obtain from their victims, other times they are simply given a body to do with as they please so long as it is painful – this choice is always left to the employer.

Beings such as these are rarely found in a leadership position and they have no need to share their experiences with others, generally making them loners in deep places unfound to those who have not been escorted. Their only motivations are to have another subject delivered to their door as a patron would order another drink from a waitress. When they have had their share, they look towards the next.

Neutral and Evil

Opposing forces are the make-up of all existence and that is perfectly fine, so long as it is all serving the needs of the evil character. Neutrality only works if Evil gains from it. A lot of take with very little give, except time and thought.

Possessor (Neutral Evil)

Lands can be owned, materials claimed, mortals can be enslaved – everything has a right to ownership, even a creature's soul. The *neutral evil* character is a control freak, seeking to lay claim to anything and everything that is not yet his. If the gods created the world in their own image, they got it wrong and the possessor seeks to correct that to suit his own image.

Possessors generally have a favourite form of currency or trade and understand that an exchange of some kind must be made so long as they gain more than they have to surrender. It is for this reason that Good is such a foreign concept to *neutral evil* creatures, particularly the planar ones: the idea of sacrifice and donation is solely one-sided and not even in the giver's favour. This makes polymorph spells one of the key elements of deception for a *neutral evil* character, deceiving the good-aligned hero to granting a deed or item under the guise of a pathetically needy weakling. Deception is half the fun of the challenge, they always say.

Betrayer (Lawful Neutral Evil)

Sometimes it is the quiet ones that you have to watch out for. A combination of greed and patience is the backbone of this character type and is heavily influenced by Shakespearean ploys. The individual spends a great deal of time working into a position of power within a regime, gaining the trust and admiration of those higher in command than himself, and corrupts that confidence in his favour when the moment is just right. Such tactics of the betrayer are lying (such as spreading rumours of another individual's transgressions that force their dismissal and place the betrayer in their old position) and murder. Even another evil-aligned character is not protected from this schemer, so long as he has something that the other wants.

Dominator (Chaotic Neutral Evil)

The universe is made of the strong and the weak, hunter and prey, cause and victim. While some may wish to be a part of existence, there are others with a desire to become its focus and a handful of those few want nothing more than to become the central need for a collection of others. Forcing the will of another underneath their foot gives them pleasure and a sense of purpose, granting them a sense of power and succession over all others.

This level of domination is generally on a more personal level: one-to-one rather than from atop a high perch, looking down on his oppressed subjects. The role of superior master punishing his subjugated victim instils pleasure within this type of evil-aligned creature and there are few limits to which the torment will stop.

Chaos and Evil

Chaotic evil is perhaps the most feared alignment combination due to its utter disregard for life. This alignment combination dictates that blood was not meant to be kept within the veins, but shed on the walls and smeared along their claws and fangs for the universe to see and delight in. These creatures are masters of infliction, suffering, and murder. There is no negotiation or treaty can be made to slate their appetites. If they want it, they will have it or die trying.

Sadist (Chaotic Evil)

A *chaotic evil* creature lives for nothing more than the pain of others. Despite the term “sadist,” this does not imply that the creature takes delight and satisfaction in it, but that they are driven and compelled to inflict as much harm as possible. All life will be laid to waste by their whim and power – destruction is their hobby. Such creatures are generally torturers, rapists, and homicidal maniacs of the highest degree. They fully understand what they are doing but have no sense of cause to their actions. It is not that they cannot process the fact that someone else’s life is subjected to their plans, but that they do not care what another creature thinks or feels about their motivations. If you don’t like it, you can be impaled on a red hot poker for all they care...and they would still stab you even if you did not care.

Hatemonger (Lawful Chaotic Evil)

Not all evil-aligned creatures are mass murderers and pillagers. Some develop a hatred and loathing towards another race of creature(s) that borders on a superiority/inferiority complex that leads to acts such as violent attacks, burnings, and possibly genocide. That is the role of the hatemonger, a character that focuses his aggression and evil tendencies towards a particular breed of creatures (sometimes even a sub-race of his own kind).

While this level of hatred can be developed into murderous plots and devices against the despised race, it can also remain at a subtle level in which the evil-aligned creature conspires against his hated breed and hatches machinations against them from the sidelines, perhaps while appearing as a defender of their way of life.

Schemer (Neutral Chaotic Evil)

Turning the tide of battle into your own favour is both evil, selfish, and manipulative, the traits of the schemer. Such a character has his own goals in mind and his greatest assets are his mind and his charisma to bend others to enact events that will benefit his own goals, even if the targets are unaware of the actions that they are creating. Deception is the greatest tool of the schemer, who takes great delight in twisting the world to his own devices through the actions of others.

Law and Neutrality

Many practitioners of Neutrality feel that Law is a means of achieving unison but it is not the sole source of salvation. Developing a sense of order and focus to the pursuit of balance is a common theme amongst these character types.

Negotiator (Lawful Neutral)

Balance through order has become the motto of the peacekeepers, setting down a set of guidelines to enforce the edicts of Neutrality for the benefit of all. These are believers in the will of many to set down guidelines of acceptable behaviour for the masses, be they spread across a village, a country, a continent, or an entire globe. They are dedicated individuals banded together in the pursuit of tranquility and understanding, striving to make the world a better place.

These negotiators can sway towards aggravators or pacifists or both. They can call upon peaceful dialect to convince a destructive party to cease their tactics but it is with the sword in hand that they will easily step forward to ensure that such dangers are never brought to light.

Lobbyist (Chaotic Lawful Neutral)

A truce must be settled, there is no disputing that for this character types, but someone has to make the deal and ensure that it is set “right.” They are a combination of lawmaker and negotiator with a twist of the chaotic inclination for personal viewpoint mixed together. A person that believes in a law forcing all citizens to be drafted into the military will use the system to draft and pass such a law, using his powers of persuasion to convince others of its importance. In many cases, it is their power of speech that is used to convince the land’s officials to do the dirty work while they stand in the background and oversee its completion.

Persuader (Neutral Lawful Neutral)

The rights of others are worth defending, whether through communication or on the battlefield, and it is the persuader that stands ready to defend those rights of choice, even if they should not agree with them. By

their viewpoint, what if someone tried to trample over my rights? If it can be condoned once, it would only be a matter of time before all opposing viewpoints will be diminished against a powerful opponent.

Chaos and Neutrality

Understand the laws of existence? How can that be possible? For some mortal creatures, there are only a few that can possess heart, care, caution, and other such beliefs and each of them come from the soul, not the brain that dictates each mortal's understanding of law. Chaos tells those of Neutrality that one must follow their "gut feeling" and go as the feeling tells them to. In the end, they will find their answer to understanding the Balance.

Explorer (Chaotic Neutral)

These individuals are just that – individuals. While they may tie themselves together with likeminded characters such as themselves, they are about discoveries. Wandering the countryside in search of answers and living experiences that other simply read about. For them, all is fairly game to experience for oneself. All wines are to be tasted, all trails to be walked, and all cultures are to be savoured.

Such characters are free-willed and refuse to be tied down but that does not make them flighty and unreliable. As with all neutral-aligned characters, there are aggravators and pacifists. An aggressive explorer acts quickly to prevent repressions and destruction of those areas for which the world has yet to understand and pacifists use their abilities with the written word to show the unknown for what is truly is.

Co-ordinator (Lawful Chaotic Neutral)

If existence is a combination of numerous factors, each of them striving to be heard amongst the shouts of the others, there must be someone to listen to their arguments and catalogue them for comparison. Decisions must be made for peace to exist between these factions and someone must gather the information needed to allow the decision-makers and judges to make an informed decisions.

A co-ordinator is much like a reporter of the modern era, accepting a mission of fact collection to report to the masses so that everyone can make an informed decision. In the fantasy world, such individuals could likely be a bard, travelling the landscape with stories of unique cultures and sharing their tales so that all may understand the nature of Life itself. They are a peaceful people believing in the rights of others, and yet compelled by a need to learn more about the world in which they live.

Guardian (Neutral Chaotic Neutral)

The far-reaching cultures and locations of existence are beautiful for their uniqueness and amalgamation is the enemy. Protecting the individuality of Life is the role of the guardian, whether or not it is by making the standing watch over its domain or masking its presence from the eyes of others. It is rare, however, for a non-Good creature such as a guardian to actually make a sacrifice for these domains, and he therefore uses his abilities to teach those under his ward to defend themselves against an opposing force that would threaten their way of life.

Neutrality Combined

A character that believes in Neutrality as both a personal and social alignment – thereby classified as *neutral* – takes on the largest juggling act known to mortalkind. To do so means to accept all cultures and the actions in which they take, even intolerance and persecution, as a facet of Life and carry on as they would have without knowledge of it. The actions of a single individual do not change the world but can do all that matters – make an impact on self.

For a wholly *neutral* character, the world will continue to revolve long after his departure and was doing so long before he was brought forth. There is purpose and intent to the working of existence but it is not one that can be understood nor was it meant to. Does that make it pointless? No, for it that was the case, there would be no memory or emotion. All life would simply exist as slaves or amusement to a higher power that could not be comprehended. So why live life without a view? Easy, you still have a viewpoint. A *neutral* character has chosen to be neutral in both mind and body and will therefore live his life with a desire to be nothing more than happy. Threaten that happiness and the *neutral* character will act with greater purpose than anything other individual known to mortalkind. They do not ask for much and will vigorously defend that which they do have.

There is, however, a vast difference between *neutral* and *true neutral*. For that, see the section on True Neutral.