

B.2.5 Disposition

Roll 2 dice, A & B, and consult the table below. You can also choose one, or make up a new one! Or choose two! If you choose, just remember to avoid stereotypes. Don't pick what fits a stereotype. Turn it around and mix it up!

| A | B | Disposition | Description |
|---|---|-------------|---|
| 1 | 1 | Architect | Architect is a creator. It's their passion to build. The solution to most problems is to build something. It could be anything from buildings to software, gadgets, or a new role-playing game! |
| | 2 | Autocrat | Autocrat believes they are the only one qualified to run the show. It's my way or the highway. No second guessing. An autocrat is a government of one, so they make excellent leaders. |
| | 3 | Bravo | Bravo attempts to do everything with grace and flair, but this is often to get the approval of their fellows. Bravo loves the spotlight, talks tall, and walks taller! |
| | 4 | Caregiver | Caregiver is protective, compassionate, and has a maternal streak. Caregiver makes sure everyone has what they need and tries to settle disputes. People usually trust and look up to a Caregiver. |
| | 5 | Celebrant | Celebrant is the party hound. Every minute they are alive is a reason to celebrate! Celebrant may be deeply religious, finding simple ceremonies as a way to celebrate each day. Celebrant is often passionate about life, carefree and happy! |
| | 6 | Competitor | Competitor sees everyone as rival to beat, but this likely means they have something they feel they need to prove. However, constantly trying to be the best is good practice, so they can usually be counted on to do a good job. |
| 2 | 1 | Conformist | Conformist is just along for the ride, not to make waves or cause any tension. They always go along with the group and don't argue or cause trouble. It's not worth the hassle! Conformists are the easiest to get along with. |
| | 2 | Conniver | Conniver is one who conspires with others in secret. This may be a wrongful act, although perhaps not to the people they work with. Conniver is never rash nor careless. They are difficult enemies so try to make them allies! |
| | 3 | Curmudgeon | Curmudgeon is somewhat ill-tempered and difficult to be around, critical of others, and often have high expectations. If you can get past the anger, you'll at least have someone that can spot your faults with no danger of shallow complaisance. |
| | 4 | Deviant | Deviant is simply someone that doesn't follow the norms, maybe criticized or outcast, but still goes against the grain and makes up their own mind. Deviants may come across as weird, but they can think outside the box! |
| | 5 | Director | Director is the one who takes charge and gets things organized. They may not make all the decisions, or even have the final say, but they make sure everyone has a role and a task and that they don't forget their lines when its showtime! |
| | 6 | Fanatic | Fanatic is one who is dedicated to a single cause with the utmost enthusiasm and zeal, bordering on psychotic! Fun to be around but their frenzy of devotion can make them a bit on the dangerous side. |
| 3 | 1 | Gallant | Gallant is chivalrous and courteous, well-dressed, and often dashing or majestic with an air of bold nobility. While they may be full of themselves, they make good first impressions and then keep it good. |

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|---|------------|---|---|
| 2 | Gambler | Gambler takes high risks for high stakes. 100:1 odds is a sure winner! Gambler keeps their cool when tensions go high since that's when they are at their best. Life's a gamble. <i>Ante up!</i> | |
| 3 | Hedonist | Hedonist is simple. Life is short, so enjoy it while you can! Pleasures are worth pursuing. If you aren't enjoying it, <i>why are you still doing it?</i> Of course, there is no pleasure in sitting in jail, nor being hung over, so there are still limits. | |
| 4 | Hunter | Hunter sees the world as the hunters, the prey, and those poor <i>dead</i> bastards that got between them! It's not about the <i>kill</i> , either! It's the chase, the capture, the escape - the <i>hunt!</i> Hunters make excellent rangers. | |
| 5 | Idealist | Idealist never sacrifices their vision, their final end-goal. It doesn't matter how fanciful or dreamy those goals might be. You don't have to reach the destination, just be on the right path. Idealists are optimists and enthusiasts. | |
| 6 | Immature | Everyone loves to cut loose sometimes, but Immature is just childish and never stops! Immature can be counted on for laughs and jokes, but can also be a source of innocence and wonder, exploring a new world through new eyes! | |
| 4 | 1 | Judge | Judges are critical of others, but always just and fair. Judge is not afraid to make their opinions known and is often called upon to make wise and just decisions. |
| 2 | Loner | Loner has no need for <i>you</i> , because they work best with the only person they know they can count on to not screw things up! Namely <i>themselves!</i> Loner can work with others when the situation demands, but often chooses solo tasks like a scout or hacker. Give the Loner space when they ask for it. | |
| 3 | Martyr | Martyr has a deep purpose or cause, and this cause is more important than their own life. Martyr feels they are doomed to suffer for some previous misdeed, or perhaps they are just doomed to live in torment . | |
| 4 | Masochist | Masochist suffers more than Martyr, but not because of some greater purpose. They just enjoy pain and suffering. Like Martyr, they believe they deserve the punishment, perhaps coupled with some childhood trauma as well. | |
| 5 | Paranoid | Yes, they really <i>are</i> out to get you! Eventually, everyone will turn on you, so never trust anyone completely. Keep your guard up and watch your back! Exactly the guy I want on my security team! | |
| 6 | Penitent | Penitent has a dark secret they feel guilty about. They deserve the punishment. They don't like it, but eventually, they will need to make amends for what they have done before they can end their own remorse. | |
| 5 | 1 | Percipient | Percipient is always on the look-out for details. There is always a piece of the puzzle that, if found, would bring the situation into view. Percipient relies on perception more than strength or speed. |
| 2 | Persistent | Persistent will never stop trying, no matter how many times they fail. Persistent will achieve their goals through sheer perseverance and endurance. Life is a game of attrition! | |
| 3 | Sadist | Sadist is the opposite of Masochist. Sadist enjoys it when others suffer, especially if they caused it because that feels like power! Sadist delights in the pain of others because they hurt inside and want others to understand the pain. | |
| 4 | Satient | Satient loves to satisfy others. Gratification of others makes them feel important and useful and accepted. Satiants are capable of deep friendships but sometimes need to be reminded that they are important, too! | |

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|---|----------------|--|--|
| 5 | Savior | Savior is a natural hero, keeping others from danger, protecting the weak, saving the innocent, and rescuing the fallen. Savior has no qualms about putting their own life in danger to help others. | |
| 6 | Scholar | Scholar seeks to be an expert in their field, exploring the world with the inquisitiveness of a child, seeking answers to all things. Knowledge is power, and more valuable than gold. | |
| 6 | 1 | Talkative | Some people don't <i>ever</i> shut up! Their incessant talking could stop a charging berserker, slay a dragon, or make a witch cry! Sometimes this is a need for attention, or just a nervous tick, they can be fun to play. |
| 2 | Teacher | While Scholar amasses knowledge for themselves, Teacher seeks to pass on what they know to others. This sometimes gives a sense of self-importance, but Teacher is usually thoughtful and well-trusted. | |
| 3 | Traditionalist | If it's not broke, don't fix it! The correct way is the way its been done for 50 years, tried and true, tested and proven over time. Traditionalist honors history and consistency, but is hesitant to embrace change. | |
| 4 | Trickster | Trickster was only trying to lighten your mood, <i>so quit taking things so seriously!</i> A harmless prank might keep you on your toes, while relieving a little stress. Tricksters often use deception in achieving their goals. | |
| 5 | Visionary | Visionary can picture their goals and the steps needed to obtain them with acute accuracy. Visionary has an imagination and foresight that grants intuition and insight. Visionary always has a plan! | |
| 6 | Zealot | Zealot pursues their guiding cause with such eagerness and intensity that it borders on the fanatic. The can be excellent leaders or followers, but they will always persist with utmost dedication to their cause. | |