Personal Profile

Character				Date	
Int	**Wis**	**Cha**	**Com**	**Influence**	**Prowess**

Morality (-5 to +5)		
Perversion		**Chaste**
Life has no value		**Value Life**
Cruelty		**Humane**
Revenge		**Mercy**
Greed		**Generosity**

Value Others	
-5= Hate/Despise**, to +5 = **Love/Give Life for	
Family	
Friends	
Employer	

Personality (-5 to +5)		
Loner		Works with group
Play now pay later		Self-Discipline
On a Whim		Practical
Carefree		Seriousness
Abrasive		Friendly
Necromancy, Mutate Things		Natural Order of things
We are all doomed		Good Attitude
Aggressive		Passive
Blusterous		Diplomatic
Take Risks		Cautious
Boastful		Humble

Secular Values (0-5)			
Bureaucracy		Justice	
Holy Laws (All)		Truth	
Holy Laws (Mine)		Written Law	
Social Status		Money	
Your Career		Political Power	

Personal Values (0-5)			
Ego		Your Race	
Integrity		Your Country	
Personal Glory		Country's Leaders	
Personal Power		Hobby/ Collections	
Vanity		Love	

Red is Morality, added together they tell if you are good or evil. **Blue** and **green** are how you deal with things around you; and people might judge you on these but they are not inherent indicators of good or evil. **Black** numbers are your values, they may or may not be seen by others but they might be important to your character. It is unlikely you would be deemed good or evil by your numbers here.

You choose your numbers. **The colored areas:** The more positive the number the more important they are to your character. The range is -5 to +5. Minus numbers are more toward the left side list while numbers +1 to +5 are more toward the right side of the list. 0 is neutral. **Black areas** numbers are 0 to 5 showing the importance or value to your character.

+ or -	*Describe below what has happened or what you were taught that justifies any change in your starting numbers. You might add a game or real date to your entry also.*