Song of the Twelve personality quiz planning document

Dai, cousins! Welcome to the Song of the Twelve personality quiz planning document.

Anons can edit without being logged in, but please consider using an account (pseudonyms are okay) so that you can chat, and so that we can more effectively keep track of changes.

The editors are:

- AutisticAce (the brainchild of this project) (same as email; contact me on plurk (with a _) or Slack!)
- IHeartGaming (editing as Biteless Apple) (DM me on Slack, mention me in the thread on #general, or add me on Steam if you don't have Slack.)

End Choices (aka the singers):

The Silent Lord

The youngest of the Ten, the Silent One is most noted for their purity of heart and ability to see the truth behind things - detecting the Lone Power's presence where, to older wizards' eyes, It would otherwise go unnoticed. This role is originally associated with the humpback whale. "Not old enough to love, as yet, but old enough to die, indeed." Their sacrifice - of love for life, rather than the other way around - is what brings about a tempered kind of death, a more peaceful one, than the sort that would come around otherwise.

"the one who ruled seas with no songs in them, and hearts that were silent; but in her own silence, others would sing forever..." (page 109)

The Singer

The 'narrator' role for the Song of the Twelve, the Singer has a natural love of song. Music is their Gift, only trumped by their love of the Sea, and their unwillingness to trust the Lone Power in Its guise as the Stranger. The Singer is the first of the Untouched.

The Blue

"Blue whales did not *do* things, Nita realized, in the sudden-memory way that meant the information was the Sea's gift. Blue whales *were*, that was all. Action was for other, smaller, swifter breeds: except in the Song of the Twelve, where the Blue briefly became a power to be reckoned with." (*Deep Wizardry*, page 70).

Power itself is the Blue's domain, and not something hard at all for others to feel. One of the Untouched species, the Blue whale wields its power wisely - and must accept whatever checks in judgement other whales provide, lest their Gift be spent in vain.

The Gazer

"The Gazer looked at everything and hardly ever said what he saw" (page 109). Heavily observant, and the last of the Untouched, the Gazer is not actually omnipresent (for more on *that*, look up the Transcendent Pig).

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The Wanderer

One of the Undecided, and a lover of journeys, the Wanderer can also be considered a restless spirit, unable - or just unwilling - to be kept to one patch of waters for long. This is the first of the Betrayed whales, those who accept the Lone Power's Gift without much questioning.

The Forager (Played by: A Sowerby's beaked whale)

The Forager can be called a gourmet, and has an obvious love of food. One of the Betrayed, the whales that were under this one's mastery have short lives.

The Killer

Despite the name, the Killer (usually an Orca whale) is the Patroness of laughter, and the jokester type. She is the third of the Betrayed whales.

The Sounder

Like the Wanderer, the Sounder is an explorer, specifically for the great depths of the Sea. The deep and dark are no strangers for this whale. The first of the Undecided, the Lone Power's Gift of the knowledge of the Sea's depths is very tempting indeed.

The Listener

The Listener, amiable and intelligent, is the second of the Undecided. They can be considered related to the Singer, in a way, though the Listener loves more than song; *all* sound is their preferred domain, making refusal of the Lone One's Gift very hard for them.

The Gray

The last of the Undecided,

The Master Shark, or The Pale Slayer

Originally played by what may be the *oldest* shark in existence, this player accepts the Silent Lord's sacrifice, binding it - and It - into the Sea and bringing something new out of it. The Master Shark is one who has long grown used to his role, though it is in many ways a 'rut.' He accepts the dark path he swims, as lonesome as it may be.

"The Master of the lesser Death, who, mastering it, dieth not. For wizardry toucheth not one to whom it hath not been freely given: nor doth the messenger in any wise partake of the message he bears: (page 109).

The Lone Power

Without this being, death in the Sea would have been much more benign, and not something to be afraid of. It sought to sell Its version of Death to the Ten Humors, and bring a lot more pain and suffering into the equation. It is wily, insidious, and very good at disguising Its intentions - except to those like the Silent Lord, young and clear-headed enough to spot It and Its lies. It *corrupts* - but It, too, the One loves, and the possibility of redeeming It has never quite been thrown out.

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Aside from **The Pale Slayer** and **The Lone Power**, there are three groupings: the Untouched, the Undecided, and the Betrayed. This last grouping consists of those who accepted the Lone Power's gift, a distorted death that caused more pain and suffering than the version previously in the Sea.

QUESTION SUGGESTIONS

Note from IHG: Some of these quizzes have more than two answers per question. Is this something to consider?

AA: Maybe we'd just have the quiz add up which Celebrant gets the highest number of choices per person? I can add more columns though.

List the character the answer would indicate in [brackets] after the answer.

Would you rather...

(List of options goes here - one for each Celebrant. 'Take the scenic route' for the Gazer, 'Go to a concert' or 'Put on a favorite playlist' for the Listener, and so forth.)

How do you relate fighting and friends?

('I fight with my friends,' versus say 'I fight *for* my friends' or 'I fight with friends over my friends' or even 'I fight with myself over my friends.')

What do you think about when you're alone?

Where do you place your trust?

(With the 'Only in myself' answer being a potential answer for the Lone Power. =P)

Which of the following sayings resonates with you the most? (Insert stuff like 'Knowledge is Power' here.)