

SarcasticDom's Traits and Characteristics 2.0

Credit to Zulu for giving me permission to use his personality trait rolls.

Link straight to the rolls [here](#)

Hey there epic gamers its me, Dom. Many moons ago I made some rolls for defining a character's physical attractiveness, physical strength, sexual identity, gender identity, and intelligence. And since then height's been added too!

But with AfterTheDance around the corner I thought it time to revisit my old trait rolls. With them being introduced mid-way through 7k and with CoB's slower speed, the problem of bonus stacking wasn't too apparent but had started to appear. With how my rolls originally worked, parents' bonuses were added together to a max of +4 and a minimum of -4. Unfortunately this can lead to a rolling ball of bonuses piling up over time and with AtD's plans for a return to a more generational game, I wanted to avoid this. Thus gone is the old system of adding bonuses. Instead get the new dangfangled bonus system.

Aforementioned New Dangfangled Bonus System

If both parents have no bonus or malus to a roll, roll it without a bonus or malus.

If one parent has a bonus and one parent has no bonus or malus to a roll, use the bonus.

If both parents have a bonus to a roll, use the higher bonus.

If one parent has a malus and one parent has no bonus or malus to a roll, use the malus.

If both parents have a malus to a roll, use the greater malus.

If one parent has a bonus to a roll and one parent has a malus to a roll, calculate the difference between the two to figure out the bonus or malus to a roll. For example if one parent has a +2 and one parent has a -1 to a roll, you'd roll with +1.

Rolls: The Basics

All rolls use the same dice and odds layout. All rolls use 3d6 which creates a range of 3 to 18, with the most frequent results being 9, 10, 11, and 12. In regards to the non-identity rolls, the results are divided into 3, 4-5, 6-8, 9-12, 13-15, 16-17, and 18. In regards to the identity rolls the results are divided into 3-5, 6-15, 16-18.

Rolls with Bonuses: Appearance, Strength, and Height

The three physical aspects that can be defined by my rolls all use the bonus system, meaning whatever characteristics the parents have can define the odds for the child's roll.

Rolls without Bonuses: Intelligence, Sexual Identity, Gender Identity

These three rolls do not use the bonus system. Whatever characteristic the parents' have has no bearing on the roll. The two identity rolls, in regards to non-hetero and non-cis results are open ended, encouraging more exploration and diversity in the character's identity.

Personality Traits

Shoutout again to Zulu. The standard way to do this is roll for three personality traits to give an outline for the personality your character will have. The two forms of this is either an entirely random set of three rolls, or specifically rolling a positive, neutral, and negative trait.