

The City of Auspex: Character Creation

All Auspex characters have the six classic attributes (Strength, Dexterity, Constitution, Intelligence, Wisdom, Charisma). They also have backgrounds and bonds, which will flesh out their skills, abilities, hit points, equipment, and troubles. All attributes begin at zero. They can never go below -1 or above +3.

The Big Assumptions

1. You're a crew of people who all know each other and share at least one common goal.
2. No matter where your people are from, you're either from Auspex or have lived there long enough that it's definitely your home.
3. You all have debts that you might feel weird about

Step 1: Backgrounds

Roll 4d6. Assign them to any four of the background tables below. You can assign two dice to the same table if they have different numbers and the table is marked with an asterisk.

[Background Table 1: Weird Origins](#)

[Background Table 2: Fantastic Heritage](#)

[Background Table 3: Common Origins](#)

[Background Table 4: Noble Ancestry](#)

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[Background Table 9: Lost Patron](#)

[Background Table 10: Arcane Studies*](#)

[Background Table 11: Spiritual Bonds*](#)

Step 2: Name

Once you've determined your backgrounds, give your characters a name.

Step 3: Bonds

Once you've got backgrounds and bonds, create a bond with a character on your left and on your right by rolling 2 dice and placing them on two of the three tables below.

[Bond Table 1: Adventures](#)

[Bond Table 2: Misadventures](#)

[Bond Table 3: Old Secrets](#)

Step 4: Debts & Troubles

You have between 4 and 6 debts that you owe, choose who you owe them to. They represent literal amounts of money and the interest rate may be substantial unless you provide the debtors

with collateral and/or favors. They may be for someone you care about rather than yourself, but you've taken full responsibility for them.

Debts may be with anyone you'd find in the Institutions of Auspex, so discuss what interest you with the GM.

Step 5: Hit Dice & Hit Points

For your first adventure, you start with hit dice equal to your 1 + your Constitution score (minimum 1d6) and 6 hit points.

Step 6: Equipment

You have 60 Silver, give or take what you got from your background, to spend when and as you choose. You also have 4 pieces of equipment generated from the [equipment table](#).

Step 7: Finishing

When adding up your background benefits, disregard any attribute bonus or penalty that would take your attributes out of the -1 to +3 range. Also disregard any duplicate skill or ability.

- If you have less than +4 total points in your attributes, you can add +1 to any attribute.
- If you have less than 2 skills, you can choose any one skill.
- If you have less than 2 abilities, you can choose one of the following abilities you don't already have:
 - **Hardy.** You have +6 hit points.
 - **Lucky.** Once per day, you can treat a miss as a partial success.
 - **Reflexes.** You always go first and can react when suddenly surprised.
 - **Slay.** +2 melee damage.
 - **Volley.** +2 ranged damage.

You may also move 1 point from one attribute to another as long as you keep all of your attributes in the -1 to +3 range.

Step 8: Final Touches

- Describe your character using the [looks](#) and [personality](#) tables.
- Name the ethical line you will never cross.
- Name the people your character loves.
- Name the last job from which someone didn't come back. Say who it was and who you blame.

Background Table 1: Weird Origins

Roll	How would you describe your weird nature?	Attributes	Special
1	Golem	-1 Charisma	Abilities:

	You are constructed of clay, bronze, cloth, flesh, and/or clockwork mechanisms (choose 2 as the primary). When you are made, you gain a soul in much the same way ships do. When you are made, your given name, always something that your creator believes is a virtue. Under the law of Auspex, you are not a citizen unless you are able to win or buy citizenship.	+2 Strength	Ironhide. You naturally have a +1 armor. Name. When you act in accordance with your given name, you gain advantage, but the GM may also impose disadvantage when you act in contradiction of it.
2	Familiar Spirit You are a minor astral spirit who has either chosen to bind yourself to a PC or has been bound through a ritual to a PC. As part of the binding, you appear as a small creature that combines the features of two small animals (a cat-raven, dog-bat, badger-owl, monkey-bee, etc.). Under the laws of Auspex, you do not have the rights of a citizen unless you're able to win or buy them.	+1 Dexterity	Abilities: Cantrips. You know three cantrips: Candle, Shadow, and Throw Voice. Animal Form. You gain all of the natural benefits and disadvantages of your animal forms, such as ability to use equipment, increased speed, or flight. Familiar Bond. Choose one player character with whom you have a familiar's bond. Each day, you may choose one of their Abilities or Skills to share. When you do so, you allow them to either share your sight or hearing. You must follow the letter of their instructions (unless they agree you are following the spirit of them instead).
3	Deathborn ~or~ Dhampir You were born from a returned or restless dead soul and a mortal.	+1 Wisdom	Abilities: Dead Hunger. Once per day per level, when you kill a creature, you regain as many hit points as you did in damage. If you do not do this at least once a day, you add a disadvantage die to all rolls until you kill.
4	Lycanthrope You have an alternate <i>animal form</i>: bear, boar, fox, giant lizard, giant rat, giant snake, giant spider, panther, tiger, or wolf. You'll choose three <i>banes</i> to trigger your transformation: The full moon, No moon, Less than half hit points, Inebriation, Anger, Fear, Passion, Close to fire, Touch of silver, Touch of cold iron, Touch of wolfsbane.	+1 Charisma	Abilities Skinshift. You can change between your normal and animal forms whenever you like, unless you are affected by a bane. If you are affected by a bane you must immediately change to your animal form and stay in it until the bane no longer affects you. In animal form, you leave your clothes and possessions behind. You still use your normal stats but gain the forms advantages and limitations.
5	Echoes of Legend You carry the divine blood of monsters such as the minotaur or the cyclops, so that you are marked by	+2 Constitution, -1 Charisma <i>or</i> +2 Charisma, -1	Skill: Athletics

	the lingering blessings and curses of the gods.	Constitution	Natural Weapons: Your monstrous form gives you natural weapons that do 1d6+1 damage.
6	Elemental Spirit You are called forth from the elemental planes where you were born, but now have found yourself in human-like body in a material city, with all the desires, needs, and pleasures that bodies can bring. Salamanders are a common	+1 Intelligence	Abilities: Elemental Nature. You can choose to do 1d6 elemental damage with touch, and may try to use the special abilities of your nature for a brief time once per day per level. However, when you do so, what you are will become obvious and those with proper training may try to banish, bind, or command you.

Background Table 2: Fantastic Heritage

Roll	Heritage	Attributes	Special
1	Nimble Hobbit, halfling, goblin, kobold	+1 Dexterity	Skill: Deception
2	Ancient Atlantean, fey, elfin, star-spawn	+1 Intelligence	Skill: Awareness or Decipher
3	Sturdy Dwarves, goliaths, giantkin	+1 Constitution	Abilities: Hardy. You have +6 additional hit points.
4	Planar Genasi, Aasimar, Tiefling	+1 Charisma	Skill: Awareness or Deception
5	Feral Orc, gnoll, ogre, white apes	+1 Strength	Skill: Athletics or Survival
6	Draconic Dragonborn, half-dragon, dragonling	+1 Wisdom	Ability: Breath Weapon. You may attempt to multiple nearby targets.

Background Table 3: Common Origins

Roll	For a while, you were a...	Attributes	Special
1	Orphans & Outcasts. Your parents died when you were young or were driven away from the city. You grew up alone.	+1 Constitution	Skill: Survival Equipment: 10 Silver
2	Sailors. Your parents were astral sailors, whalers, etc.	+1 Strength	Skill: Athletics Equipment: Twin Pistols you inherited (1d6+1), 20' rope you were told to always carry
3	Watch. Your parents worked for the Auspex watch, a magister's guard, the port sheriff, or served in the secret police.	+1 Wisdom	Skill: Awareness Equipment: A Halberd (1d6+2) or Longsword (1d6+1) and Shield that you inherited
4	Tavern Keepers. Your parents owned or managed a tavern, bar, or inn.	+1 Charisma	Skill: Leadership Equipment: Light armor, crossbow
5	Tinkers & Crafters. Your parents made textiles, jewelery, or	+1 Dexterity	Skill: Awareness Equipment: Spyglass, dagger, fancy clothes
6	Apothecaries & Chirurgeons. Your parents worked with the sick and ailing.	+1 Intelligence	Skill: Heal Equipment: Spyglass, dagger

Background Table 4: Noble Ancestry

Roll	Before the recent political upheaval, your family was regarded as...	Attributes	Special
1	Snakes of the Senate. Everyone respects your family, but no one trusts them.	+1 Wisdom	Skill: Deception or Decipher Equipment: 15 Silver
2	Nouveau Aristocracy. Your family recently bought their way to power.	+1 Intelligence	Skill: Awareness or Decipher Equipment: 20 Silver
3	Magnanimous. You were beloved for your freedom with money and favor, but there was always a hint of debauchery.	+1 Charisma +1 Constitution	Equipment: 15 Silver
4	Courageous. But maybe not foresight...	+1 Strength	Ability: Skirmish. +1 damage and worn armor counts as one type lighter. Equipment: Sword (1d6+1), Shield (+1 armor), pistol (1d6)
5	Pontifical. You survived the whims of fate and claimed to have the favor of the gods.	+1 Charisma	Ability: Vision. Drink holy water to commune with the gods for divine guidance. Equipment: 2 bottles of holy water, 10 Silver
6	Occultic. Your family spent most of its time ignoring politics and positions, spending their money on power.	+1 Intelligence	Skill: Lore Equipment: Ritual Incense of Oils, 10 Silver

Background Table 5: Your Reputation

Roll	At one time, you were known for...	Attributes	Special
1	You rarely fought, but you never lost.	+1 Strength	Ability: Slay. +2 melee damage. Equipment. Club (1d6), leather armor (1 armor)
2	There wasn't a trick you couldn't pull.	+1 Dexterity	Ability: Tinker. You can attempt to <i>quickly</i> pick a lock, pick a pocket, or disarm a trap. Equipment: Lockpicks, 5 Silver
3	Everyone liked you.	+1 Charisma	Skill: Leadership Equipment: 10 Silver
4	You always knew the secrets.	+1 Charisma +1 Wisdom	Equipment: 10 Silver
5	If there was a book, you wanted to read it (or you'd already read it).	+1 Intelligence	Skill: Lore Equipment: 10 Silver
6	No one was tougher than you.	+1 Constitution	Skill: Survival Equipment: 10 Silver

Background Table 6: Hard Knocks Academy*

Roll	For a while, you were a...	Attributes	Special
1	Pit Fighter	+1 Strength	Ability: Slayer. +2 melee damage. Equipment: 2 short swords (roll damage at advantage when duel wielding)
2	Natural Thief	+1 Dexterity	Skill: Stealth Equipment: Dagger, lockpicks
3	Gifted Cheat	+1 Charisma	Skill: Deception Equipment: Fancy clothes, dice, board game, pistol (1d6+1)
4	Vengeful Vigilante	+1 Wisdom	Ability: Backstab. +3 damage when attack from concealment. Equipment: Light armor, crossbow
5	Secret Police Informant	+1 Intelligence	Skill: Awareness Equipment: Spyglass, dagger, fancy clothes
6	Resistance Agent	+1 Constitution	Ability: Reflexes. You always go first and can react when suddenly surprised. Equipment: Spyglass, dagger

Background Table 7: Failed Careers*

Roll	You tried to make it in another field...	Attributes	Special
1	Spirit Binder. You tried to teach yourself the shadowy arts of summoning and binding spirits. Were you too harsh with the spirits, or too lenient? What happened to the spirits you had bound?	+1 Wisdom	Ability: Command. You can attempt to command spirits, demons, ghosts, etc. Equipment: 2 doses of quicksilver, -5 Silver
2	Alchemist. You dreamed of completing the great transformation. What great formula or process required for the great transformation frustrated your efforts?	+1 Intelligence	Skill: Lore Equipment: -5 Silver, 1 dose quicksilver, 1 pouch of bone dust
3	Priest of the Mysteries. You rose high in the ranks of one of the mystery rites. What shook your faith in the mysteries and/or your fellow priests?		Abilities: Bless. With holy water, you can anoint items so they are considered holy and magical—+3 damage vs. evil—for a short time. Turn. You can attempt to hold fiends and undead at bay. Equipment: 2 vials of Holy Water, Holy Symbol, -8 Silver
4	Assassin. You killed people for money. Did your last mark outwit you, outmaneuver you, seduce you, or convince you to change sides?		Skill: Stealth Ability: Backstab. Attack from concealment to do +3 damage. Equipment: 2 Silver Daggers (1d6, roll with advantage to dual wield, can be thrown), -10 Silver
5	Clockworker. You managed Auspex's clockwork automata and mechanisms, and always had a talent for it. What discovery did you make that ended your professional life?	+1 Dexterity	Ability: Machine Speech. You can converse with and attempt to command machines within the limits of their abilities and perceptions. Equipment: Lockpicks, crowbar, machinist leathers (1 armor)
6	Occultic. Your family spent most of its time ignoring politics and positions, spending their money on power.	+1 Intelligence	Skill: Lore Equipment: Ritual Incense of Oils, 10 Silver

Background Table 8: Duties Discharged

Roll	Before You Were Dismissed, You Were A...	Attributes	Special
1	Astral Defense Sailor. You sailed with Auspex's Astral Defense and were crew on a ship. The mutinous officers were hanged but you were discharged for not reporting them. Why didn't you report the mutineers?	+1 Strength	Skill: Athletics Equipment: Coil of rope, dagger, belaying pin
2	Senatorial Guard. You protected the senate buildings, the senators, their attaches, and their families. Did you fail in your duty, or did you let the assassin through? Why?	+1 Constitution	Ability: Skirmish. +1 damage and worn armor counts as one type lighter. Equipment: Halberd (1d6+2), breastplate and mail (Armor 2)
3	Astral Ranger. You were sent far and wide to defend Auspex and its interests. What did you discover or learn in your voyages that you shouldn't know?		Skill: Awareness Abilities: Scout. When you scout ahead you always spot the target before it spots you. Equipment: Blunderbuss (special), bayonet (1d6+1), hunting knife (1d6)
4	Sharpshooter. You hid and shot the enemies of Auspex at home and throughout the Wild Void. You were ordered to kill someone. Did you refuse, get caught, or did the service deny giving the order?		Skill: Stealth Ability: Volley. +2 ranged damage. Equipment: Musket (1d6+2), bayonet (1d6+1), 1 box of silver bullets
5	Sargeant. You commanded troops who were loyal to you. Did you refuse an order or were you blamed for your superiors incompetence?	+1 Charisma	Skill: Leadership Equipment: Saber (1d6+1), Officer's buffcoat (1 Armor)
6	Medic. When Auspex's dilettante officers sent young soldiers to die, you stitched them back together. When some of those officers ended up in your surgery, were they beyond your help or did you just let them die?	+1 Intelligence	Skill: Heal Equipment: Medical kit, pistol (1d6+1)

Background Table 9: Lost Patron

Roll	Someone once supported your work, but you have lost their patronage...	Attributes	Special
1	Artisan or Merchant Guild. You made journeyman status in the guild before a masters' blacklisted you and took away your membership and license. Which guild was it? Why did that master hate you?	+1 Wisdom	Skill: Awareness Equipment: 10 Silver, Two appropriate tools
2	Entertainer's Patron. You weren't the best in Auspex, but you were good enough to draw the eye of an aristocrat or wealthy merchant. Who was it? How did you anger that friend of theirs? Why did that cost you your patronage and audience?	+2 Charisma	Equipment: Instrument, fancy clothes, 5 Silver
3	Senator. You were once the protege of a powerful senator. Did he dismiss you for what you knew or did she fall due to your schemes?		Skill: Leadership, Deception Equipment: 10 Silver
4	Criminal Boss. You worked for one of the chief bosses of Auspex's underworld. Did that boss lose turf or did you lose your boss's trust?		Skill: Stealth, Deception Equipment: A dagger, lockpicks, 5 Silver
5	High Magister. You reported to one of the five high magisters, but were dismissed. Why did the magister make such a public example of you?		Skill: Decipher, Lore Equipment: 1 bundle of incriminating correspondence, 10 Silver
6	University Dean. You had the support of one of the deans of the university. What experimental failure caused you to lose your fellowship?	+1 Intelligence	Skill: Lore Equipment: Ritual Incense of Oils, 10 Silver

Background Table 10: Arcane Studies*

Roll	You studied the arcane arts...	Special
1	Necromancy.	Skill: Awareness or Lore Ability: Rituals. You know two occult rituals: • Speak with Dead • Necromantic Animation Equipment: Ritual Book, Pouch of Bone Dust, Vial of Blood
2	Diviner.	Abilities: Rituals. You know two occult rituals: • Legend Lore • Detect Presence Foretelling. Drink holy water/quicksilver or perform ritual to see what will likely come. Equipment: Ritual Book, Divining Instruments, 1 Dose Quicksilver
3	Ward Crafter.	Skill: Decipher or Lore Ability: Rituals. You know two occult rituals: • Elemental Endurance • Circle of Protection Equipment: Ritual Book, Chalk, 1 Dose Quicksilver
4	Illusionist.	Ability: Rituals. You know two occult rituals: • Disguising Glamor • Craft Illusion Cantrips. You know three simple magical powers: <i>Candle, Shadow, Throw Voice.</i> Equipment: Ritual Book, 3 Doses Quicksilver, Vial of Blood, -5 Silver
5	Healer.	Skill: Heal OR Lore Ability: Cure. You can attempt to neutralize poisons, remove curses, or heal wounds with a touch. Equipment: Staff, 1 Dose of Quicksilver, 1 Dose of Holy Water, 5 Silver
6	Weather Worker.	Ability: Rituals. You know two occult rituals: • Call the Mists • Summon Tempest Cantrips. You know three simple magical powers: <i>Candle, Shadow, Throw Voice.</i>

		Equipment: Ritual Incense of Oils, 10 Silver
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Background Table 11: Spiritual Bonds*

You know how to summon spirits and have the names of two. Each spirit has two aspects or domains.

Roll	You know the name of two spirits of ...	Special
1	Spirits of Flame	Skill: Decipher or Lore Ability: Summon. You know how to summon spirits and have the names of two spirits you've bound. • A spirit of flame and secrets • A spirit of flame and fear Equipment: Ritual Incenses, a Portable Brazier, 1 dose of Quicksilver
2	Spirits of Shadow.	Skill: Stealth or Lore Ability: Summon. You know how to summon spirits and have the names of two spirits you've bound. • A spirit of shadow and secrets • A spirit of shadow and cold Equipment: 2 doses of Quicksilver
3	Spirits of Lightning.	Skill: Awareness or Lore Ability: Summon. You know how to summon spirits and have the names of two spirits you've bound. • A spirit of lightning and fear • A spirit of lightning and thunder Equipment: Flint, Copper Rings, 1 dose of Quicksilver
4	Spirits of Stone.	Skill: Lore or Survival Ability: Summon. You know how to summon spirits and have the names of two spirits you've bound. • A spirit of stone and flame • A spirit of stone and shadow Equipment: Ritual Incenses, a Portable Brazier, 1 dose of Quicksilver
5	Spirits of Cold.	Abilities: Cantrips. You know three simple magical powers: <i>Candle, Shadow, Throw Voice.</i> Summon. You know how to summon spirits and have the names of two spirits you've bound. • A spirit of cold and flame • A spirit of cold and lightning

		Equipment: Ritual Oils, Chalk, Ritual Dagger (1d6), 1 dose Quicksilver
6	Spirits of Thunder.	Ability: Summon. You know how to summon spirits and have the names of two spirits you've bound. • A spirit of thunder and secrets • A spirit of thunder and fear Command. You can attempt to command spirits, demons, ghosts, etc. Equipment: Ritual Incense and Oils, Staff, 2 doses Quicksilver

Bond Table 1: Adventures

Roll	The two of you have gone to strange shores together to bring home a significant prize.
1	<i>Your friend bound wounds you sustained.</i> Your friend gains the <i>Heal</i> skill.
2	<i>You fended off a spirit of cruelty and chaos who guarded the prize you sought.</i> Your friend gains +1 Strength.
3	<i>You endured the heat of twin suns.</i> Your friend gains +1 Constitution.
4	<i>Your friend saved you in a fight.</i> Your friend gains +1 Dexterity.
5	<i>Your friend inspired others to assist you.</i> Your friend gains the <i>Leadership</i> skill.
6	<i>You are still not sure how the two of you pulled it off.</i> Your friend gains the ability <i>Lucky</i> (once a day you treat a miss as a partial success).

Bond Table 2: Misadventures

Roll	Not every attempted job is a success, your friend was there with you when things went wrong.
1	<i>Your friend acted quick, giving you both a chance to escape.</i> Your friend has the Reflexes ability (you always go first and can react when suddenly surprised).
2	<i>Your friend was sneaky enough to get you both out unseen.</i> Your friend has the <i>Stealth</i> skill.
3	<i>Your friend talked your way past a guard who helped you.</i> Your friend gains +1 Charisma.
4	<i>Your friend dodged a blow and knocked you away from danger.</i> Your friend gains +1 Dexterity.
5	<i>Your friend convinced the watch that your enemy was at fault.</i> Your friend gains the <i>Deception</i> skill.
6	<i>Your friend lead you out a dark hallway before anyone caught up.</i> Your friend gains +1 Wisdom.

Bond Table 3: Old Secrets

Roll	Not everyone in your crew knows everything about you. Your friend knows at least one of your secrets.
1	<i>You secretly keep someone safe, and your friend was watches over them when you cannot.</i> Your friend gains +1 Strength.
2	<i>You have a secret love and your friend knows who it is.</i> Your friend gains the Awareness skill.
3	<i>You needed to access lore in a hidden library, and your friend got you in.</i> Your friend gains +1 Dexterity and a set of lockpicks.
4	<i>Your friend was there when you turned tail and ran, but has never shared your secret with anyone.</i> Your friend gains +1 Charisma.
5	<i>Your friend discovered a coded plot against someone you care about - a plot you ended.</i> Your friend gains the Decipher skill.
6	<i>You keep all your secrets carefully, it's just that your friend figured at least one of them out.</i> Your friend gains +1 Intelligence.

Equipment Table (Roll 4 times)

Blatantly stolen from *Maze Rats*.

1	1. Animal Scent 2. Chisel 3. Grease 4. Bear Trap 5. Crowbar 6. Hacksaw	4	1. Bedroll 2. Fishing Net 3. Hammer 4. Caltrops 5. Glass Marbles 6. Hand drill
2	1. Chain (10 ft.) 2. Glue 3. Horn 4. Chalk 5. Grappling Hook 6. Iron spikes	5	1. Large Sack 2. Rope (50 ft.) 3. Glow Orb 4. Lockpicks (3) 5. Steel wire 6. Vial of Acid
3	1. Iron tongs 2. Metal file 3. Ten Foot Pole 4. Fire Oil Vials (2) 5. Rations (3) 6. Tinderbox	6	1. Manacles 2. Shovel 3. Vial of Poison 4. Alchemical Stimulants (2) 5. Steel mirror 6. Waterskin

Look Details (Roll or Select a Set)

Once you choose a set, choose one or two details from each line.

1	Appearance: Aquiline Bullnecked Furrowed Athletic Chiseled Gaunt Clothing: Antique Decaying Flamboyant Battle-torn Eccentric Food-stained Distinguishing Mark: Mustache Piercings Tattoos Muttonchops Ritual scars Topknot
2	Appearance: Barrel-Chested Coltish Gorgeous Boney Corpulent Grizzled Clothing: Bedraggled Elegant Formal Blood-stained Embroidered Frayed Distinguishing Mark: Missing ear One-eyed Sunburned Missing teeth Pale skinned Tangled hair
3	Appearance: Brawny Craggy Haggard Brutish Delicate Handsome Clothing: Ceremonial Exotic Frumpy Dated Fashionable Garish Distinguishing Mark: Longhair Nine fingers Sallow skin Matted hair Oiled hair Shaved head
4	Appearance: Hideous Sinewy Towering Lanky Slender Trim Clothing: Grimy Oversized Sigils Haute couture Patched Singed Distinguishing Mark: Brand mark Dark skinned Hoarse voice Broken nose Dreadlocks Huge beard
5	Appearance: Pudgy Slumped Weathered Ripped Solid Willowy Clothing: Lacey Patterned Tasteless Livery Perfumed Undersized Distinguishing Mark: Birthmark Bushy eyebrows Freckles Braided hair Curly hair Gold tooth
6	Appearance: Rosy Square-Jawed Wiry Scrawny Statuesque Wrinkled Clothing: Mud-stained Practical Wine-stained Ostentatious Rumpled Worn Distinguishing Mark: Acid scars Bronze skinned Exotic accent Battle scars Burn scars Flogging scars

Personality Details (Roll or Select a Set)

Once you select a set, choose one or two details from each line.

1	Personality: Bitter Cunning Honor-bound Brave Driven Hotheaded Manner: Chuckles Flowery speech Laughs Clipped Gravelly voice Long pauses
2	Personality: Cautious Entitled Inquisitive Chipper Gregarious Irascible Manner: Cryptic Highly formal Melodious Deep voice Hypnotic Monotone
3	Personality: Contrary Grumpy Jolly Cowardly Heartless Know-it-all Manner: Mumbles Rapid-fire Street slang Narrates Rhyming Stutters
4	Personality: Lazy Righteous Spacey Loyal Rude Stoic Manner: Overly casual Robotic Talks to self Quaint sayings Slow speech Trails off
5	Personality: Menacing Sarcastic Stubborn Mopey Savage Stuck-up Manner: Rambles Speechifies Very loud Random facts Squeaky Whispers
6	Personality: Nervous Scheming Suspicious Protective Serene Wisecracking Manner: Anecdotes Drawl Interrupts Breathily Enunciates Laconic