

DAYVIN ROSS PERSONAL PAINT COLOR GENERATOR

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Based on [a similar worksheet by Brian David Gilbert](#) and a Steve Zaragoza character in [a video by Nuclear Family](#) (and [another by The Valleyfolk](#))

Section 1: Knowing How Many Colors Represent You

Personalities can't always be boiled down to one specific color, so we must first figure out how many colors you actually are.

1. Roll a d6. Use this table to determine how many colors represent you.

1-5	You are one color.
6	You are an entire palette.

2. If you rolled a 6, you must do this worksheet 5 more times to appropriately recognize the many shades of your complex character. You do not need to complete Sections 1-3 on subsequent color generations.

Section 2: Personal Information

Your personality heavily influences the hue you bring to artistic projects. This Section ensures that your color name represents you genuinely and intimately.

If the question is in bold, respond with only one word.

1. What is your first name?

2. What is your occupation?

3. Write the story of your worst injury.

3a. Which body part did you injure?

4. **Who is the most memorable person from your childhood?**

5. What color do you wear most frequently?

6. **Which emotion are you least familiar with?**

7. How do you run?

8. What piece of furniture from your childhood home brings you the most nostalgia?

8a. Reduce your answer to one word. *For example, "racecar bed" would be "bed."*

8b. How did it feel?

9. Name a famous landmark you would rather not be stranded on top of.

9a. What city is it in? If it is not in a city, what region is it in?

9b. Describe the landmark's shape in a sentence.

9c. Condense 9b's answer.

10. How do you navigate your relationship with your mother?

11. How many birthdays have you celebrated?

12. How many cents was your first paycheck worth?

13. Scramble the letters in your name to make a new word.

14. What would you do on your ideal day, assuming Keanu Reeves is tagging along?

14a. Describe what you would do in one word.

Section 3: Objective Truths

Paint color names often draw inspiration from reality. This Section encourages color naming grounded in natural truth and familiar, widely recognizable beauty.

Again, if the question is in bold, respond with only one word.

1. What is the worst pizza topping?

- 1a. Describe its smell as specifically as possible.**

2. Which plant is best?

3. What would your grandpa yell if he stubbed his toe?

4. To your knowledge, what instrument did Yanni probably learn third?

- 5. What is the best elementary school insult?**

- 6. What is the coolest part of a thunderstorm?**

- 6a. How does it sound?**

7. How many seashells are your eyebrows worth?

8. What sitcom character definitely owns an outdated toaster oven?

9. Spell a noteworthy sound.

10. What sounds like a word, but isn't?

11. What rolls off the tongue?

Section 4: Determining Your Paint Color Name

You've made it to the crux of this worksheet. Now, we'll use the answers you've provided to begin determining your personal Dayvin Ross paint color name.

1. Roll a d6. Use this table to determine your color type:

1	You are a CLASSIC color: Go to Section 4.2.
2	You are a TRUE color: Go to Section 4.3.
3	You are an ENDEARING color: Go to Section 4.4.
4	You are a DOMINANT color: Go to Section 4.5.
5	You are a PRETENTIOUS color: Go to Section 4.6.
6	You are a ROWDY color: Go to Section 4.7.

2. **CLASSIC Colors**

- a. Roll a d6. Use this table to determine your color name:

1-3	Complete Section 4.8 and write the result below.
4-5	Complete Section 4.9 and write the result below.
6	Complete Section 4.7a ONLY and write the result below.

Write your result here:

- b. Go to Section 5.

3. **TRUE Colors**

- a. Go to Section 4.9 and write the result here. This is the first part of your color.

- b. Go to Section 4.8 and write the result here. This is the second part of your color.

- c. Combine Sections 4.3a and 4.3b in order and write the result below. (if your 4.3b has a number or *the* modifier, put it before 4.3a.)

- d. Go to Section 5.

4. **ENDEARING Colors**

- a. Go to Section 4.10 and write the result here. This is the first part of your color.

- b. Go to Section 4.9 and write the result here. This is the second part of your color.

- c. Combine Sections 4.4a and 4.4b in order and write the result below.

- d. Go to Section 5.

5. DOMINANT Colors

- a. Rewrite your answer from Section 2.14a here. This is the first part of your color.

- b. Go to Section 4.10 and write the result here. This is the second part of your color.

- c. Combine Sections 4.5a and 4.5b in order and write the result below.

- d. Go to Section 5.

6. PRETENTIOUS Colors

- a. Go to Section 4.11 and write the result here.

- b. Go to Section 5.

7. **ROWDY Colors**

- a. Roll a d6. Use this table to determine the first part of your color.

1	Your answer to Section 2, Number 13
2	Your answer to Section 3, Number 3
3	Your answer to Section 3, Number 5
4	Your answer to Section 3, Number 9
5	Your answer to Section 3, Number 10
6	Your answer to Section 3, Number 11

- b. Go to Section 4.8 and write the result here. This is the second part of your color.

- c. Combine Sections 4.7a and 4.7b.
d. Go to Section 5.

8.

a. Roll a d12. Use this table to generate a word:

1	Your answer to Section 2, Number 1
2	Your answer to Section 2, Number 2
3	Your answer to Section 2, Number 3a
4	Your answer to Section 2, Number 4
5	Your answer to Section 2, Number 5
6	Your answer to Section 2, Number 6
7	Your answer to Section 2, Number 8a
8	Your answer to Section 3, Number 1
9	Your answer to Section 3, Number 2
10	Your answer to Section 3, Number 4
11	Your answer to Section 3, Number 6
12	Go to Section 4.12.

b. Roll a d20. Use this table to modify your word:

1-5	Your word does not have a modifier.
6-10	Go to Section 4.13 and use the result.
11-15	Add “the” before your word.
16-19	Go to Section 4.11 and add the result to the end of your word.
20	BONUS: do Section 4.8a twice and add both modifiers (they can stack).

c. Return to wherever you came from.

9. Roll a d20. Use this table to determine your word:

1-10	Go to Section 4.8 and add an -'s to the result.
11-19	Roll a d4, refer to <i>fig. 1</i> below, and take the result to Section 4.14.
20	Your answer to Section 2, Number 9a

a. Return to wherever you came from.

1	Your answer to Section 2, Number 8b
2	Your answer to Section 2, Number 9c
3	Your answer to Section 3, Number 1a
4	Your answer to Section 3, Number 6a

~ *fig. 1* ~

10. Roll a d4. Use this table to determine your word:

1-2	Go to Section 4.9 and add -ly to the result. If you roll 1-10, reroll.
3	Your answer to Section 2, Number 7
4	Your answer to Section 2, Number 10

a. Return to wherever you came from.

11.

a. Roll a d8 and refer to *fig. 2*, the result is the first part.

1	<i>of</i>	5	<i>against</i>
2	<i>on</i>	6	<i>without</i>
3	<i>inside</i>	7	<i>despite</i>
4	<i>among</i>	8	<i>beyond</i>

~ *fig. 2* ~

b. Go to Section 4.8 to generate the second part.

c. Combine 4.11a and 4.11b and return to wherever you came from.

12.

- a. Rewrite your answer from Section 2.14a here.

- b. Gerund-ize (add *-ing* to) the above word (*talk* → *talking*, *make* → *making*, *swim* → *swimming*, etc.)
- c. Roll a d4. Use this table to modify your word:

1-3	No modifier. Don't get greedy, you already have a gerund.
4	Drop the <i>g</i> , add an <i>'</i> . (e.g. <i>skippin'</i>)

- d. Return to 4.8b

13.

- a. Plural-ize (add an *-s* to) your word (*cup* → *cups*, *fox* → *foxes*, *man* → *men*, etc.)
- b. Roll a d8. Use this table to modify your word:

1-5	No modification. What are you, my accountant?
6	Place your answer to Section 2, Number 11 before your word
7	Place your answer to Section 2, Number 12 before your word
8	Place your answer to Section 3, Number 7 before your word

- c. Return to 4.8c

14.

- a. Roll a d8. Use this table to modify your word:

1-5	No modification. Well you're not worse or worst.
6-7	Add <i>-er</i> to the end of your word
8	Add <i>-est</i> to the end of your word

- b. Return to 4.9a

Section 5: Determining Your Color Name Conditions

Add these conditions to the name you discovered in Section 4.

1. Roll a d20. Use this table to determine what base conditions your color name has:

1-14	You do not have any added base conditions.
15	Add an exclamation mark to the end of your name.
16	Add a question mark to the end of your name.
17	Place your name in "quotation marks."
18	Remove the last letter of your name.
19	CAPITALIZE YOUR ENTIRE NAME.
20	Remove all punctuation and spacing between words. <i>For example, "Apple Scraps" becomes "Applescraps."</i>

2. Roll a d100. Use this table to determine what rare conditions your color name has:

1, 4, 9, 16, 25, 36, 49, 64, 81, 100	Your color name is multifaceted. Repeat Section 5.1.
7	Your color name is confidential. Destroy this worksheet immediately and irreparably after completion.
69	Your color name is backwards. Reverse it.
82	Your color name is foreign. Translate it into Korean.
All other numbers	Your color name is normal. It does not have any rare conditions.

CONGRATULATIONS!

Your name is complete! Write it below, then move on to Section 6.
