The following rule set is meant to serve as replacement for the alignment system in Dungeons & Dragons. The rule set operates on two premises:

1) Nature and Demeanor – These are personality archetypes (cribbed from World of Darkness original edition) that help examine a character’s moral and social outlook on the world. In gameplay they serve as guidelines, in conjunction with a character’s past, goals, fears, and motivations, for determining a character’s personality.

2) Role-play Points – This reward system is based upon how well a player enacts his character’s personality based on his Nature & Demeanor. Obviously, much as any role-play reward is, this is an arbitrary system of reward. As a baseline, a point should be given to players who seem to be acting or striving to act within the confines of what they perceive as their character’s personality.

Each of these concepts is explored in further detail below.

**NATURE & DEMEANOR**

Your character is more than an aggregate of powers, ability scores, feats, and skills. He has goals, wants, and desires. He has fears, vices, and attachments. He maybe wholly good or wholly lawful. He maybe wholly evil or wholly chaotic. More likely, however, he exists in that expansive grey area most of us do.

To that end, you should give your character two character traits that best represent his philosophical, logical, or moral outlook on life. These two character traits are labeled Nature and Demeanor.

**Nature:** This is a representation of who your character is at his very core. This is who he is when the going gets tough, or when no one is around to see him. A character’s nature can be the result of upbringing, lessons learned, or an innate unshakeable faith in something. Of course, these are but examples; your character can have cemented his nature in any number of ways – what matters is that he has cemented it. Your character may have a million questions in his life, but at the center he has this outlook on life guiding him.

**Demeanor:** On one hand your character’s demeanor is his mask. It is the face he shows the world. However, it is a much deeper part of his personality than a simple disguise or outward social action. A demeanor comes from *somewhere*. It can be a representation of what the character wants to be. It can be an armor that shields the character from what it fears or shies from. It can be an imitation of his father, knowingly or not. It can simply be the irrational part of the personality that steps forth when the character must act. These are but examples, what is important to note is that demeanor is no less important to your character than his nature.
Nature and demeanor is broken down into archetypes. Archetypes are essentially personality traits. They give insight into how a character’s mind operates and views the outside world. Alongside these archetypes are 3 questions. These questions have a dual purpose. One on hand they help narrow and define the archetype so that it best fits their character. Additionally, it starts to paint a character’s background by putting emphasis on relations, locations, and experiences the character may be familiar with.

During character creation, a player should choose archetypes that best represent their character’s nature and demeanor. **However, as a caveat, strict adherence to these archetypes is not necessary. A player should use these archetypes in conjunction with motives, history, wants, fears, etc to act as their character would.** It is likely that players may come up with more defined or customized archetypes for their character. This should be encouraged as people often change based on stimulus, surroundings, and experiences. Adventurers, despite the amount of power they bring to bear, are people nonetheless.

**ARCHITECT**
The Architect sees things not there yet. They have plans and an innate drive to make order out of the world around them. Architects are the first to pick up the pieces when things fall apart and put them back together again. Along these lines, Architects also like to see things created be they physical, mechanical, artistic, political, etc. Many mages, politicians, engineers, and artificers are Architects.

*Do you have a grand vision for some ‘creation?’ If so, what? What is it about disorder you despise? How do you deal with things when your plan goes to pot or ideas fall short?*

**AUTOCRAT**
To be frank, the Autocrat is bossy. His urge to lead is rarely because he believes he has the best ideas, but more often an enjoyment of power for power’s sake or dominance. Many autocrats may believe they are doing the best, but when push comes to shove they desire control of their surroundings more than anything else. Politicians, dictators, bullies, and tough guys are examples of the Autocrat.

*Why are you good leader? What is it about taking orders from others that bothers you? What was the first group/function/event you led?*

**BON VIVANT**
Enjoy life, drink and be merry, do not forget to stop and smell the roses – these are the maxims the Bon Vivant lives by. While he can be an erstwhile companion, many times the gravity of a certain situation may escape a Bon Vivant. It is not that Bon Vivant must be irresponsible (though many are) it is that they value having a good time first and foremost. They seek the joy in everything they do, and many are given to excess in drink, money, women, and any other number of vices.
What are your greatest enjoyments in life? Where did your interest in these things come from? Define happiness.

**BRAVO**
A Bravo is often a polite term for a bully. Might makes right, and the Bravo strives to maintain might. Excessive shows of force and very implicit threats are acceptable methods of diplomacy. Unlike the Autocrat is not seeking leadership, but instead exerting his self-will and independence. The only power a Bravo respects is a power that could harm them. When did you first realize might made right? Do you have pity for those who are not strong enough to change their lives? Define power.

**CARETAKER**
A caretaker is always there for others. A caretaker wants to hear concerns and worries then assuage them. He wants to protect those weaker or less fortunate than him. He wants to safeguard that which cannot safeguard itself. How do you think you best help those around you? Where did this drive to fix others come from? What about you – who will fix you when you need it?

**CELEBRANT**
A celebrant has a cause. It could be scholarly, military, religion or any number of things. You are extremely passionate about this endeavor and its ancillary topics. Without hesitation you’d say that this cause defines your life. You’d say this with joy. What is your cause? How did you come to be involved with this cause? Do you doubt your cause in the face of others opposition or disinterest?

**CHILD**
The Child has not matured. His desires become demands, his impetuousness is paramount, and his tantrums can be legendary. Conversely, the Child can be characterized by an extreme naivety or innocent. While able to be self-sufficient, the Child is ultimately needy and constantly seeking the attention of others. What type of person do you bond with the easiest? In just a few words, describe your childhood. What do you fear?

**COMPETITOR**
The Competitor can do better. He is the most capable member of the party, he is better than the enemies. Regardless of the activities, the Competitor strives to show off his capabilities, his drive to be the best. The Competitor finds his joy in this pursuit of excellence. What are some of the outward signs of your competitive nature? Recall a particular crushing defeat or embarrassment – describe it. Name a person’s success you admire.
**CONFORMIST**
Not everyone is cut out for leadership. Not everyone wants to throw their opinion in to the ring. Some prefer instead to weigh the options and lend their strength and aid with the best plan, the most dynamic leader, the ‘right’ choice. This person is the Conformist. The Conformist is not a mindless follower, but instead a person who appreciates the wisdom of solidarity, the concept of a unified front, and realizes the strength of numbers.

Describe the concept of good leadership. Describe a time you made either a poor or good decision. Describe one person you admire.

**CONNIVER**
A lie. A twist of words. A smile. A threat. All of these are tools for the Conniver. Other people are either sheep or wolves, like you. The thing that truly separates you from the herd is wit. You know how to get what you want, and have few qualms about getting it.


**CURMUDGEON**
The Curmudgeon is surrounded by idiots. And he makes sure they all know it as well. Often logically pessimistic, Curmudgeons enforce a depressing and harsh look at the reality of any given situation on those around them. This is not to say that Curmudgeons make poor allies, just that their constant awareness of possible failure can be a bit grating.

Why do you adventure? What is the danger with optimism? What is your greatest success story to date?

**DEVIANT**
Something is wrong with the Deviant. He holds a belief, partakes in a practice, or acts in a manner that is not socially acceptable. Anywhere. This dynamic feeds into the Deviant’s belief the world is against them. This in turn reinforces their odd behavior and cements their belief that the normal world is somehow incorrect.

Where did you learn or what drives your unique belief/practice/mannerisms? Have you ever been accused of insanity? Describe one person who truly seemed to accept you for who you are.

**DIRECTOR**
Chaos is anathema to success. The Director lives by this creed and seeks to make order out of the daily havoc life throws his way. Unlike the Architect, the Director need not be instituting a plan; nor is the Director seeking control, like the Autocrat. Instead, the Director seeks order for order’s sake. He understands that order is the foundation for any success.

What to you is a prime example of success? What is your initial response when plans go awry? How do you structure your personal relationships?
**FANATIC**
A Fanatic is a Celebrant minus the joy. Wholeheartedly committed to a cause, Fanatics can be overbearing in their agenda-pushing or diatribe. For a Fanatic there is no obstacle that cannot be overcome, regardless of the methods needed to be used, to protect or further their cause.

*What is your cause? How do you deal with those disinterested in your cause? If your cause fails, what will happen to you?*

**GALLANT**
The Gallant is the attention-seeker, the charmer at the party, and the always-on entertainer. The Gallant’s greatest joys come from being seen, known, recognized, and appreciated by others. He seeks the pleasure of other’s company so that he may bestow upon them the pleasure of his company.

*What makes you likeable? How do you handle rejection or failure? What is the greatest asset you bring to a group?*

**JUDGE**
The judge is a firm believer in logic. He knows that if one can weigh the empirical evidence, the facts against the lies, that an answer will always emerge. The judge is not afraid to give his opinion, but does so carefully after weighing all possible thoughts.

*Are you shamed by being incorrect? What is more important to you – your hunch/insight or hard fact? Describe a time when you’ve been painfully wrong.*

**LONER**
The Loner finds himself aggravated by the company of others more often than not. The reasons he may feel this way are myriad. From radical thinkers to the mentally unstable, Loners are defined by an independent attitude and frequent chaffing at social constraints.

*Why do you prefer solitude? Who is/was your closest friend? Describe a time when you could used another’s help.*

**MARTYR**
The Martyr suffers so that others may not. He may be pushing an idealistic viewpoint, or he may simply want people to appreciate the hardships he puts himself through, but the end result for the Martyr is the same – pain, inconvenience, and difficulty are both obstacles you tackle willingly and adversities you help others avoid.

*Why are you better equipped to deal with hardship than others? What is the greatest sacrifice you’ve heard of? Describe a time you witnessed someone else’s pain.*
**MASOCHIST**
Pain and harm cannot stop the Masochist – he feeds off suffering. More to the point, the Masochist seeks to constantly put his mind, heart, and body through the grinder. He wishes to test his endurance and to remain standing. Self-denial, pain, humiliation . . . all of these are measurements that should be faced in order to prove one’s worth.

*Name a time when pain/discomfort/shame/etc. overcame you. What will being ‘tough’ prove? When did you first inflict pain on yourself (i.e. when did you first test your limits)?*

**PEDAGOGUE**
The Pedagogue knows everything and is willing to share all that information for free. Really. Even when others do not care. They can be stubborn, condescending, good-natured, or plain talkative, but all Pedagogues have a desire to impart their ‘knowledge.’ Or, at the very least, their informed opinion.

*What does the statement ‘Knowledge is power’ mean? What is your area of expertise? What is the most valuable lesson you can teach?*

**PENITENT**
The Penitent’s very existence begs forgiveness. Due to atrocities committed, guilt, low-self esteem, or some other mental ache, a Penitent spends their life trying to atone for their life. Their path is one of seeking constant redemption.

*What are you attempting to atone for? What is your plan for atonement? Can you ever truly be forgiven?*

**PERFECTIONIST**
Anything worth doing is worth doing well. Very well. Perfect. The Perfectionist strives for a level of excellence in every endeavor he undertakes. In addition, they demand that level of commitment from those around them. This can make them a bit strict and stubborn, but also they are overachievers and often quite successful because they rarely give up.

*What drives you? What is a job/accomplishment you are the least proud of? The most proud of?*

**REBEL**
Rules are meant to be broken. Perhaps this is because the rules are unjust, or perhaps it is because the Rebel despises authority figures. One thing is for sure – once a rebel gets it in his mind to fight a certain establishment, he will do so with his dying breath.

*Why do the rules not apply to you? Is there anything you hope to accomplish in life? What is your greatest fear?*

**ROGUE**
Rogues live by a simple creed: Take care of #1. First and foremost. Whereas Rebels refuse to conform because they oppose something, Rogues independence is born of a realization that one
can only count on oneself. Rogues are often completely self-sufficient; they do not need protectors or caretakers and sometimes despise those who do. *Recount your first experience with self-reliance. Why is being self-reliant important? If you had to turn to someone for help, who'd it be?*

**SURVIVOR**
The Survivor always pulls through regardless the odds. Survivors do not know the meaning of the words quit, surrender, or defeat. These concepts are foreign to them. This also casts them against the notion of fate; most Survivors feel that accepting what fate has in store for you is a sign of weakness, an indication that one is unwilling to fight for what they deem important. *What is the biggest obstacle you’ve overcome in your life? Who is the toughest person you know? Describe a time you gave up.*

**THRILL-SEEKER**
Danger. Bring it on. Life is but a road that ends eventually, why not feel alive while you travel down it. Often times Thrill-Seekers act before thinking, but in retrospect they believe this is the way to live. Life is not about the memories or the internal thoughts; it is about the rush of life, the act of participating in the action constantly unfolding. Whether that action is engaging an oncoming horde of orcs or spelunking in dangerous caves does not matter. *What is the closest you’ve come to dying? Name one thing you are afraid of or would likely not do. Define crazy.*

**TRADITIONALIST**
Change is bad. Change is dangerous. This is because it operates without any evidence that it will work. The Traditionalist knows that myriad, time-tested methods exist to succeed at any given task. They also understand that laws work, simply on the basis they have maintained order in the past. And so on. Bottom line is a Traditionalist knows the past is a foundation and that any future actions should reference it, or else danger and mistakes may abound. *What is the most impulsive thing you’ve ever done? Describe a legend, culture, hero, etc from history that you truly admire. Describe a time when sudden change has had a good impact.*

**VISIONARY**
There is so much beyond all of . . . of this. The Visionary sees it. Like the Architect sees order and grand plans from nothing, the Visionary sees what lies beyond the current social order. Visionaries are great thinkers and philosophers in that they question everything in order to formulate a belief of what should be. Visionaries actively seek to encourage change and progress by exploring what is and then positing what could be. *What should life be? What is wrong with the current political system, law, racial tension, or other current affair? What is the best way to get people to see things outside of their limited view?*
ROLEPLAY POINTS –

Nature and demeanor have a simple mechanical affect on the game as well. They give the guidelines that a DM should use in the rewarding of role-play points. If a player is acting in character, that is striving to adhere to the way he defined his character via nature and demeanor, he may merit a role-play point. Simply put, the DM should be familiar with the characters choices so they can judge if the character is following through on his choices. If the player is acting noticeably different from his listed persona, talk to the player and see if a better set of traits would be more fitting. Ideally, however, the DM should be nearby during character creation to help better understand how the player interprets his character’s personality archetypes.

One of the inherent difficulties of such an arbitrary reward system is simply deciding on what basis to give out the rewards. Below are a few guidelines DMs may find useful.

① Hand out role-play points at the end of the session. This gives players an entire session with which to realize their character.

② At a maximum give out no more than 3 role-play points per session. In addition, try to spread the wealth if possible. By putting a limit on the number of points distributed, you make role-play points a competitive resource that players should strive for. The hoped-for effect is to get all players involved in their characters in order to reap the benefits.

③ Rewards should be based on consistency and drama. Consistency rewards the characters who seem to really be their character while in play. They act according to their character’s personality, and during game play really seem to embody that character in most endeavors. Drama rewards situations that are heightened or tense for some reason or another. Perhaps a character goes against meta-game wisdom because it does not fit with their character, or perhaps a character makes a questionable move during a combat in order to better play their character. Just as likely, a moment of humor, heroism, or tragedy may take place in character that demands a role-play point be rewarded.

Finally, the mechanics:

Role-play points can be spent in the following fashion:

1) A single RP point may be spent to reroll any single die roll and take the better of the two results. This roll may come after the outcome of the initial die roll is determined.

2) A single RP point may be spent to encourage creativity; when a character attempts a feat of daring-do, or an improvised attack (swinging from a chandelier, jumping from atop a roof, etc.) add a +2 bonus to attack and damage. Subsequent RP points may be spent with each expenditure raising the bonus by +1/+1.
3) Two RP points may be spent to utilize a second action point in an encounter. This presupposes the fact the character has at least two action points to start the encounter.

4) Two RP points may be spent to add one of the following conditions to a melee attack: dazed, grabbed, prone, or weakened. For ranged attacks, two RP points can add one of the following conditions: blinded, dazed, prone, or slowed. Each of these conditions affects an enemy hit by the attack. All conditions last until the end of the attacker’s next turn.

** Authors Note **
I am not quite naïve enough to realize that
A) This system is without flaws. Truth be told constructive criticism is appreciated and may be left at in the comments section of my blog Thieves’ Cant.

B) All players are going to role-play more because of this system. Roleplaying can be a bit hard to define. Even in my own games, role-play is secondary to having a fun with the players. That being said, it is the hopes of this system to provide a measure of characterization to your campaigns that alignment may not offer.