

## **Character Sheet of Nevermore :**

In Nevermore, guilds tend to \*categorize\* their members by a certain agreed gradient. This allows The Guild Ops to know which member is suited to tackle specific missions. An easy to taunt berserker may not be the best choice for a diplomatic negotiation.

This effectively reduces the intricacies of the members, turning them into quantifiable numbers that can be easily operable. Needless to say, this study is not all encompassing, as it leaves out the finer detail that can truly define the person, and who they really are.

The system is dubbed The Korvian Persona Tendencies in Nevermore, typically shortened to Tendencies.

All aspects of each Tendency are rated from 0 to 100, with special cases going up to 127. A person with 127 in a Tendency aspect is a special case to be studied and documented.

### **Ego :**

*“Ego Tendencies represent the collective faculties of the mind and ID. This measurement allows Guilds to understand the conscious dwelling of the person. It also represents the vastness of the inner encyclopedia.*

*However, Ego also signifies the neuron lapses. It factors in the will prowess, and the determination of the person.*

*Ego Tendencies are used to determine how intellectual, creative, imaginative, willful, and mathematical a person is.”*

### **Twilight Presence :**

§ *“Creativity, Conceptualization, Interpretive Spirit. The mind of a child is akin to the mind of a genius. They are capable of creation within their own realm of psyche. An adult, however, can complement this with interpreting reality, and reflecting it in their own mind.”*

The measurement of creativity and originality; How deep does their conceptualization of things go ? Do they day-dream a lot ? Can they come up with interesting ideas ?

Twilight Presence is the child's mind in every person. People with too much Twilight Presence may lose touch with reality, and wander off to the dreamscape. Too little Twilight Presence, and the person will be as dull as a hammer.

#### **Average Rating : 32**

The average person can come up with Inspired ideas, and can interpret average complexity texts quite accurately; Not truly original, but not lacking in a little spark.

### **Analytical :**

§ “Engineering, Mathematics, Visual Calculus. Numbers and equations, the domain of physics and data. The Art of calculations lies within the most rotund neural circuitry.”

The measurement of calculus knowledge. Can they solve complex mathematical problems ? Can they calculate based on visuals alone ? Can they perform Empirical Studies ?

Analytical is the calculator engine of the brain. People with too much Analytical may over complicate simple things, and get lost in all the math. Too little Analytical and the person will be as dumb as a rock.

Average Rating : 54

The average person can perform calculus sufficiently to go on a daily basis without hindrance, but are met with a challenge when the need for fast maths comes up.

### **Vehemence :**

§ “Will power, Unyielding, Volition. The LeonHart that roars when confronting the Daemon. The torch that burns brightest when confronting the winter. The One who always gets back up.”

The measurement of Volition; how determined is the will of one in face of unyielding opposition. Vehemence is the undying will force. People with too much Vehemence will not know when it is a good time to give up. Too little and no motivation will be found.

Average Rating : 44

The average person can take up a task and complete it, given that it is not a year long investment. If so, then they require a heavy motivation.

### **Gambit :**

§ “Lady Fortune, Luckiness, Risk Devil. Some blame the whims of fate for their misfortune, some take the blame upon their own actions. To be able to predict the dice roll not through numbers, but through sheet gut feeling.”

The measurement of how much one calculates when luck is thrown in the equation ; predicting the outcome of randomness.

Gambit is the unseen mathematical formula. People with too much Gambit may overextend in their plans, and will not be great improvisers. Too little and the person will be basically playing the Lottery every time.

Average Rating : 41

The average person will typically blame luck, and will not include luck too much into their plans, for they assume the outcome will be close to what they planned.

### **Volatile :**

§ *“Convincibility, Whimful, Adaptability. Most lock their hearts away, and fortify their opinions within their own circles. To be Volatile is to be ready to accept any change, and change yourself.”*

the measurement of how easily enticed the person is; how easy is it for them to get angry or are they impressionable ?

Volatile is the impulsive child inside. People with too much Volatile will be easily excitable and convincing, up to the point where it can be exploitable. Too little and the person will be unconvinced to an annoying extent, where communication is worthless.

**Average Rating : 53**

The average person cannot be easily convinced on matters that are directly related to them, but will generally accept what is told if the matter is of little concern to them.

### **Link :**

*“Link Tendencies represent the faculties of teamwork and belonging. This measurement allows the Guilds to understand whether the person in question is a lone wolf, or a shepherding canine. This measurement proves useful in understanding where to place a member in a team; be it a leader, a member, or none at all.*

*They also represent the ability to understand others, and properly understand them as living, sentient beings. It is the interpersonal relationship measurement in that sense.*

*Link Tendencies represent empathy, compassion, teamwork, unity, interlocution, and authority.”*

### **Odium :**

§ *“Fear Monger, Imposed Presence, Tyrannus Glare. First impressions matter, and there are those whose mere presence instills fear in the hearts of beholders. To strike before the battle begins, with a deep rooted phobia of One.”*

The measurement of fear inspired in others; how terrifying can they be? Can they assert their authority, even when they are clearly the weaker side ?

Odium is the terror emission. People with too much Odium will be unapproachable, and will never be met with trust. Too little and they will be pushed around and ignored.

**Average Rating : 25**

The average person is docile, and will not incur a sight shift upon themselves if they enter a room. They are not threatening unless they are carrying a dangerous object.

### **Orchestrator :**

§ “Manager, Leader, Commander. A herd of sheep falls prey to the wolves, but the guard dogs shan’t allow it. To grab hold of the public by the leash, and to tie it around One’s neck, that is what being a leader is all about.”

The measurement of leadership. Can a person lead a team to success? Are they good coordinators ?

Orchestrator is the inner sovereign to others. People with too much Orchestrator will dive too deep into the role, with losses of teams being taken personally. Too little and the person will not be able to command anything.

Average Rating : 36

The average person could lead a party of three, but any more and their calls would be less than optimal.

### **Consonance :**

§ “Speech, Bartering, Rhetoric. An encouraging speech needs a way with words. Sweet lies make the best disguise. A silver tongue is enough to get you out of any troublesome inquiry, no?”

The measurement of eloquence of speech; how convincing can they get? Advocate one’s ideas; even in lies.

Consonance is the power of elegant speech and psychological suggestions. People with too much Consonance may become manipulative, and will be drunk on their powers. Too little and the person wouldn’t be able to operate on the psychological level, let alone convince themselves.

Average Rating : 39

The average person can get the meaning across, but will not be great speech givers, or charming conversationalists.

### **Chemistry :**

§ “Team Work, Esprit De Corps, Unity. One is but a drop in the collective consciousness. One should be ready to take the fall if it leads others to success. One should be able to understand the party’s momentum without any words spoken aloud.”

The measurement of how capable the person is in working in a team. Can they work with ideas they don’t truly support for the greater good? Can they adapt and compliment another’s weaknesses and strengths ?

Chemistry is the bonding factor of teams. Too much Chemistry can make the person useless when alone, as they will not be used to solo missions. Too little and the lone wolf will die when winter comes.

Average Rating : 67

The average person can work well in a team, and will generally accept some degree of sacrifice in order to preserve society, so as long as the sacrifice does not reach their neck.

### **Solicitude :**

§ *“Kindness, Gentleness, Empathy. The heart of saints aren’t made of gold, for those who shed tears for all embrace the ugliest stains. To be able to feel another’s pain without any prior relation to them or their situation; that is to be kind.”*

The measurement of empathy and compassion. Can they understand others even without reasoning ? Can they open their heart, and accept others ?

Solicitude is the love for another. Too much Solicitude and the person will be too invested in others, often disregarding themselves, burning a fire on their souls to warm people who may not deserve it. Too little, and the person will be a selfish, insensible prick.

Average Rating : 58

The average person can feel the pain of others, and can imagine pain that they have never felt before, and will act on it if it is not too much of an inconvenience.

### **Warfare :**

*“Warfare Tendencies represent the faculties of combat and survival. This measurement allows the Guilds to know if the person is a ferocious soldier, an ace in the hole in the tides of war and battle.*

*This measurement is simple in nature, as it takes into consideration nothing but the abilities needed in a battle field.*

*Warfare Tendencies represent the muscular strength, mental lockdown, good health, and Command Base understanding.”*

### **Welfare :**

§ *“Health, Immune System, Fitness. A stable body is a must for any warrior. To be able to heal from flesh wounds, and to have resistance to diseases. A healthy lifestyle begets better livelihood.”*

the measurement of how good physically they are. Do they carry disease or not ? Can they survive injuries ?

Welfare is the body’s healing factor. Too much Welfare may make the person reckless, as they will shrug off injuries that prove yet to be fatal, until they push themselves too far. Too little and the person will be a twig, easily breakable.

Average Rating : 50

The average body is able in all limbs and senses, and can recover from most wounds that do not sever, and the immune system can recover from most diseases given proper medication.

### **Body Contrivance :**

§ *“Control, Muscles Flexibility, Responsiveness. The body is a tool, an instrument to be used and abused to carry out the tasks the mind gives. To be able to precisely control the output of force the muscles exude, and to know how much your body can take abuse.”*

The measurement of how well one can wield their own body's skills ; physical self mastery.

Body Contrivance is the knowledge of how to use one's physical assets. Too much Body Contrivance and the person will overly rely on their bodies to do the work, often exhausting their powers. Too little, and the person will have no reaction speed, and will fumble around with tools.

Average Rating : 46

The average person is capable of gauging how much force is needed for a strike or lob on an instinctive level, but will fail a flexibility test.

### **Sufferance :**

§ *“Pain Tolerance, Physical Fortitude, Endurance. The primordial neurons fear Pain. This ghost haunts the weak, and keeps them in check. To resist suffering is to come out on top, as an apex predator.”*

the measurement of the ability to stand physical pain. Can they take on torture ? Can they resist bleeding out ?

Sufferance is the unyielding flagellant inside. Too much Sufferance, and the person may lose their sense of pain completely. Too little, and they will be like glass.

Average Rating : 48

The average person can take a beating, but will shout in pain if flayed with a whip, or sliced with a knife.

### **Bastion :**

§ *“Calm and Collected, Mental Fortitude, Unshakable. Fear is a blade whose sharpness is uncontested. Against despair and carrion, can you survive ? Can you look into the abyss and not be consumed by such madness? If so... then you are a Bastion.”*

the measurement of mental prowess. Can they withstand agony inflicted on the mind ? Can they combat illusions ?

Bastion is the fortress of the psyche. Too much, and the person will not cry at the funeral of the most beloved, becoming inhuman. Too little, and they will be easily shaken.

Average Rating : 40

The average person can fight while in fear, but will lose much of their vigor and power.

### **Hound :**

§ “Soldier Discipline, Obedience, Dutifulness. To take out an order that seems inhumane. To be able to trust the commandments of the general without casting the shadow of doubt yourself. Are you a soldier, or a free thinker ?”

The measurement of professionalism. Will they play by the artificial rules of this world? Can they respect the hierarchy order ?

Hound is the loyalty to the profession. Too much, and the person will become a nazi soldier, even if they do know that they are committing atrocities ( *Hound is whether they will act upon, or against their judgement.*) . Too little, and they might laze-around incredibly important jobs, and show disrespect to heroes.

**Average Rating : 44**

The average person is capable of setting aside their own morals and judgement in favor of completing the task. But most will not kill unless trained to do so.

### **Heart Kingdom :**

*“Heart Kingdom Tendencies represent the inner self, the subconsciousness and the vast world of oneself. This measurement allows the Guilds to know how deep is the personality of the person. It portrays the aspects one represents, and lives as.*

*This measurement is the most complex of all, as it takes into consideration the Philosophy followed by the person. This measurement is typically mal-exploited, as it requires experience and a special sense to fully comprehend and utilize correctly.*

*Heart Kingdom Tendencies represent the hidden persona, morality, the sixth sense, paranoia, schizophrenia, and chaos.”*

### **Augury :**

§ “Gut Feeling, Extrasensory Perception, Intuition. Some can see past the five senses, foretelling great calamities through sheer internal processes that are hidden to the woken mind. This feeling that something might happen soon is a whisper that offers a gambit : do you trust it?”

the measurement of how tuned to one’s inner sixth sense; how strong is their spine chill ? Can they feel the unforeseen ?

Augury is The Eccentric within. Too much Augury, and the person will no longer trust evident reality, and will go solely based on head-lights. Too little, and the person will be bound to the lies of realities.

**Average Rating : 39**

The average person only has gut feelings when in immediate danger. They cannot perceive the spine chill most of the times.

### **Nihilism :**

§ *“Emotionless, Dead Inside, Apathy. A person is an amalgamation of colors and hues. Sadly, some are composed of black and blacker. They have nothing that shines through, and are only living husks. Unfeeling, Uncaring.”*

the measurement of how void and empty oneself is; how shallow is their existence ? Do they have a hole where they should have a heart ? Are they emotionless ?

Nihilism is great depression, the black hole that absorbs all. Too much Nihilism, and the person will be hollow, to an uncanny and eerie extent. Too little, and the person may be holding more emotions than they can take.

Average Rating : 58

The average person, in a despairing world, is not so filled with colors. They aren't bleak, but so little shine in their eyes.

### **Sagacity :**

§ *“Senses, Perception, Information Detection. We are mammals, first and foremost. Gifted with senses that can track down information, and supply us with stimulus. These tools are crucial for our survival, for they allow us to know how our surroundings behave.”*

the measurement of how well tuned one is to their own bodily senses; perception, smelling, touch, etc...

Sagacity is the animal senses we are born with. Too much Sagacity, and the person might experience too many sensations, driving them mad at times. Too little, and little clues might escape the senses of these almost blind individuals.

Average Rating : 54

The average person can get a general idea of their surroundings with their five senses, but cannot accurately track smell or sound over long distances.

### **Inland Judgement :**

§ *“Morality Check, Justice Balancing, Personal Opinions. To think before one acts, and gauge whether that act is conforming to One's moral ideologies. If One thinks, and contemplates their actions within the boundaries of their own psyche, then they are passing The Inland Judgement.”*

The measurement of how much a person passes judgment; Do they allow their own beliefs to interfere ? Are they in touch with their missions ? Do they care about the outcome of their mission and their consequences ? (*Inland Judgement is whether they will give their own opinion on the mission. Hound is if they will act on it or not*)

Inland Judgement is the judge, the jury, but not the executioner. Too much Inland Judgement, and the person will take it onto themselves to judge everything, even if they are not related to the case. Too little, and they won't question even the shadiest of actions.

Average Rating : 35

The average person will give their internal opinion about matters, but would rather turn a blind eye to most things so as long as it does not concern them



### **Mercurial :**

§ “Chaos, Randomness, Fickle. Roll a six sided dice and get a Seven. The whims of One are never predictable, not even the unpredictability of their unpredictability.”

The measurement of randomness; how chaotic can one be ?

Mercurial is the explosion inside of us. Too much Mercurial, and the person will be a variable factor. Too little, and the enemy will be able to predict everything.

**Average Rating : 21**

The average person thinks they are random, but most can be easily categorized in the Krobian personality system.

### **Attributes :**

Attributes are the numbed down version of the capacities of adventures. They are also used to get the gist of the person's combat abilities.

Physique : physical force / speed

Magic : magical reservoir and power

Dexterity : flexibility, finesse

Tempo : speed, reaction speed

Tolerance : health points / mental health points

### **Afflictions and Virtues :**

Some people display strong characteristics. Guild Ops tend to categorize them with tags, allowing for a better management of individuals.

**Afflictions** are more or less a response to negative stress and pressure

**Virtues** are a positive response to negative stress and pressure

**Virtues :**

- **Fight of the Weak** : The less powerful you are, the stronger your resolve to win becomes. (+ 1 to all *Vehemence* checks )
- **Camaraderie** : Protecting others is more than just a duty. (+ 1 to *Chemistry* checks )
- **One Last Smile** : Death has been accepted. Despair is ruined. ( one guaranteed action before Death )
- **Scars of My Mind** : Your mind has seen the eldritch horrors. They no longer debilitate you. (+1 to *Bastion* checks)
- **Guidance of The Ice Angels** : Can you hear them? They whisper to you, guiding you. ( + 1 to *Augury* checks )
- **Reptilian Brain Faculties** : Something ancient, something old reveals deep wisdom to you. ( + 1 to *Sagacity* checks )
- **Tranquility** : A deep breath fills your lungs. This singular moment is unclouded, unraveled. (Cleanse a single mental debilitation )
- **Sadness from loss** : Losing something has made you appreciate what you still have. (+ 1 to *Solicitude* checks )
- **Higher Logic Gate Circuits** : Unlocking your limiters, you think at an accelerated rate. (+1 to *Analytical* checks )
- **Twilight Dream** : Your inner child smiles and giggles. (+1 to *Twilight Presence* checks )
- **Authority** : You stand your ground as you shake theirs. (+1 to *Odium* checks)
- **Scholarly Diplomacy** : With a silver tongue, you use wonderful rhetorics. (+2 to *Consonance* checks )
- **Let The Flag Fly High** : Raise the banners, and let your words be heard. (+1 to *Orchestrator* checks)
- **Strain-W; Willpower** : Your body pumps itself with adrenaline. Your wounds are inconsequential. (+1 to *Welfare* checks)
- **Mind Over Body** : A sane mind can make use of a broken body. (+1 to *Body Contrivance* checks)
- **My Reason** : A momentary reason to exist. Life, at this singular second, has a purpose. (-3 to *Nihilism* checks)
- **Morality Court** : Your judgement is bestowed. (+1 to *Inland Judgement* checks)
- **Jubilant Times** : Happiness surges, and invites impulsivity. (+1 to *Mercurial* checks)

### Afflictions :

- **Dissonance of reality** : Unable to assess the situation, you believe what is transpiring is unreal ( - 1 to *Analytical* checks )
- **Winter Of The Lone Wolf** : Teammates? Partners? Friendship? All lies. (-1 to *Chemistry* checks)
- **Rage of the beaten** : On the brink of losing, you seal your fate with recklessness (+ 1 to *Body Contrivance* checks , - 2 to *Analytical* checks. - 1 to *Bastion* checks )
- **Despair** : The Grimreaper of Nevermore knocks on one's door. ( Roll for Death )
- **Placebo Morphine** : Addiction to emptiness; Addiction to the void. (+1 to *Nihilism* checks )
- **Abyss Deep Contemplation** : Rattle your brain to naught. ( +1 to *Analytical* checks, -3 to *Augury* checks, -1 to *Sagacity* checks )
- **Drown The Screams** : Don't think about it too much. Just don't. (-1 to *Inland Judgement* checks, +1 *Hound* checks)
- **Dance in the Wind** : Chaos reigns supreme in these tenebrous lands. (+ 6 to *Mercurial* checks)
- **Hatred** : Hate, our old lover. (-3 to *Moral Compass* checks)
- **Breakdown** : You can't go on any further. You are too tired. (-3 to *Vehemence* checks)
- **Pirouette** : The odds keep stacking up against you, and the gamble is surely lost. (-1 to *Gambit* checks)
- **Heart Combustion** : Ignition of sealed gunpowder deep within your heart makes you too excited. (+6 to *Volatile* checks)
- **Absolute Tyranny** : Peasants! Each and every single one of them. (+4 to *Odium* checks)
- **Belligerent Sheep** : And you thought of yourself as a proud lion, you measly hiccup. (-3 to *Orchestrator* checks)
- **Skin Shearing** : Your nerves are aching. Your legs feel heavy. Your arms are numb. (-1 to *Sufferance* checks)
- **And When They Break** : Your fortress has had its walls broken, and the foggy darkness fills your mind. (-3 to *Bastion* checks)
- **Sentimental** : Your heart overrides your mind. Orders are ignored, not paying attention to the bigger image. (-1 to *Hound* checks)
- **Mundane Routine** : A machine does not innovate, only replicate. (-1 to *Mercurial* checks)
- **Sickly** : Your body is host to a trillion diseases. (-2 to *Welfare* checks)
- **Rigid Body** : Your instruments will not heed to your command. (-1 to *Body Contrivance* checks)
- **Locked Hearth** : Your heart has been flayed. Trust no one. (-1 to *Solicitude* checks)
- **Stutter** : You bit your tongue, Good luck recovering from that. (-1 to *Consonance* checks)
- **Pushover** : You showed weakness. No one will listen to you now, (-1 to *Odium* checks)

- **Writer's Block** : You are unable to conceptualize anything. (-1 to *Twilight Presence* checks)

{Interactions} :

Players will have to commit certain actions. However, some interactions are forced, or even passively committed. One example would be noticing a small detail in the grand picture. This is more or less an action sprung from the subconscious data handler.

The player can, at all allowed times, decide to commit an action that may or may not require a dice roll or skill check, as per the DM's discretion.

The DM can, at correct times, give players tidbits of information, or force actions due to passive skill checks.

An example of player action , with a passive skill check would be :

- Player A : I want to investigate the body
- DM : What is your Analytical score “
- Player A : 87
- DM : you passively pass.

In an active roll:

- Player A : 87
- DM : roll 1d20 then add Analytical divided by 12. Rounded up.

An example of a truly passive skill check:

- DM : the party is confronting the lair boss. Player A, having high enough Augury, feels a presence beyond the physical sense. You, player A, sense the fear and sadness of the Boss. Roll an Empathy check now.

{Battle Scenarios}

Combat will utilize a hybrid of both Vanilla Stats, as well as Archetype Stats.

One VERY common example would be WARFARE :

- DM : Player A, the enemy was able to shank you with a poisoned dart. Roll for TOLERANCE, then provide your WELFARE score.
- Player A : I got a 14+4 for TOLERANCE, but my WELFARE is low ;-;

- DM : no matter :D. Your body is diseased, but it has seen much worse poison. This type of poison is nothing to you! A LOW WELFARE has helped you :DDDD
- Player A : Nice, very big chungus energy of you DM