Basic Character Generation System Sheet

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You will need two six-sided dice (2d6), which can be found in many board games or purchased at many stores.

Generate a personality based on the four elements: Roll 1d6 to determine how dominant each element is in your character's personality, ranked from highest to lowest numbers rolled. Use the chart below as a guide for what traits this might mean your character expresses. (Though your character need not express all of them; use your own judgment and discretion!)

Fire
Positive traits: Courage, ambition, enthusiasm, taking initiative, trying new things.
Negative traits: Lack of focus, burnout, poor impulse control, shortsightedness, dominating other people's projects, picking fights, being over-competitive, accusing those who don't want to go along of being "boring" or "spoilsports."

Air
Positive traits: Intellect, logic, critical thinking, strategic thinking, problem-solving.
Negative traits: Analysis paralysis, emotional repression, intellectual snobbery, verbal bullying, know-it-all attitude, rules lawyering, hoarding knowledge, keeping pointless secrets.

Earth
Positive traits: Determination, patience, loyalty, teamwork, generosity, nurturing and caring for others.
Negative traits: Stubbornness, overwork, greed, nepotism, croneyism, reckless spending, over-protectiveness, inflexibility, seeing oneself as the only one doing enough work.

Water
Positive traits: Faith, hope, intuition, empathy, compassion, working through emotions.
Negative traits: Emotional instability, over-defensive attitude, co-dependency, emotional vampirism, manipulation, projection, difficulty letting go of things gone or past, deluded optimism, anti-intellectualism, martyr complex.

Roll 2d6 to determine how positively or negatively each elemental aspect is usually expressed:
2: Extremely negatively
3: Mostly negatively
4: Very negatively
5: Significantly more negatively than positively
6: Slightly more negatively than positively
7: Equally positively and negatively
8: Slightly more positively than negatively
9: Significantly more positively than negatively
10: Very positively
11: Mostly positively
12: Extremely positively

Roll 2d6 to pick an archetype that strongly appeals to your character:
2: A strong and decisive leader
3: A glamorous and vivacious entertainer
4: A sly and clever spy
5: A wise and knowing mentor
6: A creative and innovative artist
7: A brave and daring explorer
8: A brilliant and hardworking scientist
9: A strong and powerful fighter
10: A compassionate and gentle healer
11: A sharp and witty negotiator
12: A smooth and sensual lover

Roll 2d6 to pick the aesthetic that appeals most strongly to your character:
2: Sleek and smooth
3: Organic and natural
4: Soft and gentle
5: Intricate and detailed
6: Fun and quirky
7: Brash and wild
8: Fresh and clean
9: Refined and elegant
10: Harsh and imposing
11: Snug and cozy
12: Surreal and strange

Roll 1d6 to determine where your character is from:
1: Home outside of town or city
2: Very small town
3. Fairly small town
4: Medium town
5: Large town or small city
6: Large city

Roll 2d6 to determine your character's interests, opinions, political leanings, etc. 2 is one extreme, 7 is a moderate or neutral position, and 12 is the other extreme. Be as specific or generalized as you feel you need. Adjust anything that you feel is at odds with your character's personality as you see fit.

Roll 2d6 to pick a palette to inspire your character's complexion:
2: A spring meadow
3: A summer garden
4: An autumn wood
5: A winter mountain
6: An ocean shore
7: A forest brook
8: A desert stream
9: Early morning
10: High noon
11: Late evening
12: Deep night

Roll 2d6 to determine other physical attributes (height, muscle, fat, attractiveness, etc.). Go as simple or as detailed as you want. 2 is on the very low end, 7 is average, 12 is on the very high end. Adjust anything you feel is at odds with your character's lifestyle as you see fit.

Roll 2d6 to determine other assorted attributes as necessary, using the ranking system above. Other attributes you might roll for include level of affluence, level of notoriety, quality of upbringing, skillfulness, knowledge, experience, self-awareness, messiness vs. tidiness, awkwardness vs. suavity, etc.