

Character Motivation

This character motivation system is a variant of one I created a long time ago for my 2300ad game, but lost the actual data for. This document is an attempt to recreate it. In a way, this system is the reverse of others I have seen...with it you determine the motivations of the character, then you derive the personality to go along with those motivations. You can have a truly evil bastard who is doing it all for love!

The key to the system is the idea of separating the actual form of the motivation from the "direction". This allows us to compress over a hundred possibilities into a small space. Granted, some combinations would make no sense, so the die rolls for random generation are picked to only generator those I think are valid. However, if you feel a combination is possible, feel free to use it anyway (and send me your reason -- I'm always interested in making this more complete).

The use of "keywords" makes any roll open for interpretation to provide hooks for the players or GM.

If you believe I have missed some directions or forms, please let me know at "bchoinski@peritus.com".

111-134 Activity

The character is motivated by either some specific activity or task, or an activity in general.

| | |
|---------|------------|
| 111-112 | To Gain |
| 113 | To Promote |
| 114-116 | To Keep |
| 121 | To Protect |
| 122-123 | To Lose |
| 124-125 | To Destroy |
| 126-131 | To Avoid |
| 132-134 | To Prevent |

135-153 Belief

The character is motivated by some belief system or faith in an entity or organization.

| | |
|---------|------------|
| 135-136 | To Gain |
| 141-142 | To Promote |
| 143-144 | To Protect |
| 145-151 | To Destroy |
| 152-153 | To Prevent |

154-214 Control

The character is motivated by the control over others by some person or group, or by some outside force's control over him.

| | |
|---------|------------|
| 154-155 | To Gain |
| 156 | To Promote |
| 161-162 | To Keep |
| 163-164 | To Protect |
| 165-166 | To Lose |
| 211 | To Destroy |
| 212-213 | To Avoid |
| 214 | To Prevent |

215-236 Environment

The character is motivated by some sort of living, working or natural environment.

| | |
|---------|------------|
| 215-221 | To Gain |
| 222 | To Promote |
| 223-224 | To Keep |
| 225 | To Protect |
| 226-231 | To Lose |
| 232 | To Destroy |
| 233-235 | To Avoid |
| 236 | To Prevent |

241-253 Event

The character is motivated by some man-made, natural, or unnatural event.

| | |
|---------|------------|
| 241-242 | To Gain |
| 243-244 | To Promote |
| 245-246 | To Avoid |
| 251-253 | To Prevent |

254-312 Fame

The character is motivated by fame (or infamy).

| | |
|---------|------------|
| 254-255 | To Gain |
| 256 | To Promote |
| 261-262 | To Keep |
| 263 | To Protect |
| 264-265 | To Lose |
| 266 | To Destroy |
| 231 | To Avoid |
| 232 | To Prevent |

313-331 Friendship

The character is motivated by friendship in general or by a specific friend or group of friends.

| | |
|---------|------------|
| 313-314 | To Gain |
| 315 | To Promote |
| 316-321 | To Keep |
| 322-323 | To Protect |
| 324 | To Lose |
| 325 | To Destroy |
| 326 | To Avoid |
| 331 | To Prevent |

332-352 Group

The character is motivated by or for some group of people or some organization.

| | |
|---------|------------|
| 332-333 | To Keep |
| 334 | To Promote |
| 335-341 | To Keep |
| 342 | To Protect |
| 343-344 | To Lose |
| 345 | To Destroy |
| 346-351 | To Avoid |
| 352 | To Prevent |

353-414 Influence

The character is motivated by influence over some person or group, or by their influence over him.

| | |
|---------|------------|
| 353-355 | To Gain |
| 356 | To Promote |
| 361-362 | To Keep |
| 363 | To Protect |
| 364-365 | To Lose |
| 366-411 | To Destroy |
| 412-413 | To Avoid |
| 414 | To Prevent |

415-425 Justice

The character is motivated by the forces of justice or by a sense of justice. Alternately, it could be vengeance that motivates him.

| | |
|---------|------------|
| 415-416 | To Gain |
| 421 | To Promote |
| 422-424 | To Avoid |
| 425 | To Prevent |

426-435 Knowledge

The character is motivated by some fact or information in general.

| | |
|---------|------------|
| 426-431 | To Gain |
| 432 | To Promote |
| 433-434 | To Avoid |
| 435 | To Prevent |

436-446 Life

The character is motivated specifically by life or survival.

| | |
|---------|------------|
| 436-442 | To Keep |
| 443 | To Protect |
| 444 | To Lose |
| 445-446 | To Destroy |

451-465 Location

The character is motivated by some location or site.

| | |
|---------|------------|
| 451-452 | To Gain |
| 453 | To Promote |
| 454-456 | To Keep |
| 461 | To Protect |
| 462 | To Lose |
| 463 | To Destroy |
| 464 | To Avoid |
| 465 | To Prevent |

466-524 Love

The character is motivated by the love of or for another, or for the idea of love in general.

| | |
|---------|------------|
| 466-511 | To Gain |
| 512-513 | To Promote |
| 514-515 | To Keep |
| 516 | To Protect |
| 521 | To Lose |
| 522 | To Destroy |
| 523 | To Avoid |
| 524 | To Prevent |

525-544 Object

The character is motivated by some object.

| | |
|---------|------------|
| 525-531 | To Gain |
| 532 | To Promote |
| 533-534 | To Keep |
| 535 | To Protect |
| 536 | To Lose |
| 541 | To Destroy |
| 542-543 | To Avoid |
| 544 | To Prevent |

545-554 Person

The character is motivated by or for some person.

| | |
|---------|------------|
| 545-546 | To Gain |
| 551 | To Promote |
| 552-553 | To Avoid |
| 554 | To Prevent |

555-614 Pleasure

The character is motivated by entertainment or some pleasurable activity.

| | |
|---------|------------|
| 555-561 | To Gain |
| 562 | To Promote |
| 563-564 | To Keep |
| 565 | To Protect |
| 566 | To Lose |
| 611 | To Destroy |
| 612 | To Avoid |
| 613-614 | To Prevent |

615-634 Reputation

The character is motivated by his or her reputation.

| | |
|---------|------------|
| 615-616 | To Gain |
| 621 | To Promote |
| 622-623 | To Keep |
| 624 | To Protect |
| 625-626 | To Lose |
| 631-632 | To Destroy |
| 633 | To Avoid |
| 634 | To Prevent |

635-651 Violence

The character is motivated violence or danger.

| | |
|---------|------------|
| 635-636 | To Gain |
| 641-642 | To Promote |
| 643-645 | To Avoid |
| 646-651 | To Prevent |

652-666 Wealth

The character is motivated by wealth, either cash or other assets.

| | |
|---------|------------|
| 652-653 | To Gain |
| 654 | To Promote |
| 655-656 | To Keep |
| 661-662 | To Protect |
| 663 | To Lose |
| 664 | To Destroy |
| 665 | To Avoid |
| 666 | To Prevent |

Direction Descriptions

The directions indicate both the current state and the motion based on that state. Note that "state" and "property" are used here as a condition rather than a political entity or real estate.

To Gain

The character does not have the property or state but wishes to gain it for themselves. "To Gain" can also be taken as "to find" or "to discover".

To Promote

Similar to "gain", but in this case the character is motivated to help others gain the indicated motivation. This aid may or may not be desired.

To Keep

The character has some state or property and wishes to retain it. Obviously, some external force or internal conflict is causing the state to lessen or leave. "To Keep" could also be taken as "to maintain".

To Protect

Similar to "keep", but the character is motivated to help other retain their state or property. Again, this may or may not be desired by the other party.

To Lose

The character has some state or property and wishes to rid themselves of it. It is possible that some external force is trying to keep this state with them against their will. "To Lose" can also be taken as "to reduce".

To Destroy

Similar to "lose" except that the character is trying to make someone else lose the state or property. This may be with or against their wishes. "To Destroy" can be taken as "to inhibit" or "to contain".

To Avoid

The character does not have some state or property and is trying to keep from getting it. There may be some outside force trying to impose it on him.

To Prevent

Similar to "avoid" except that the character is trying to help others avoid the state or property. This may or may not be desired by that other person. Can also be taken as "to deny" or "to stop".

