

# Core Value Based Alignment

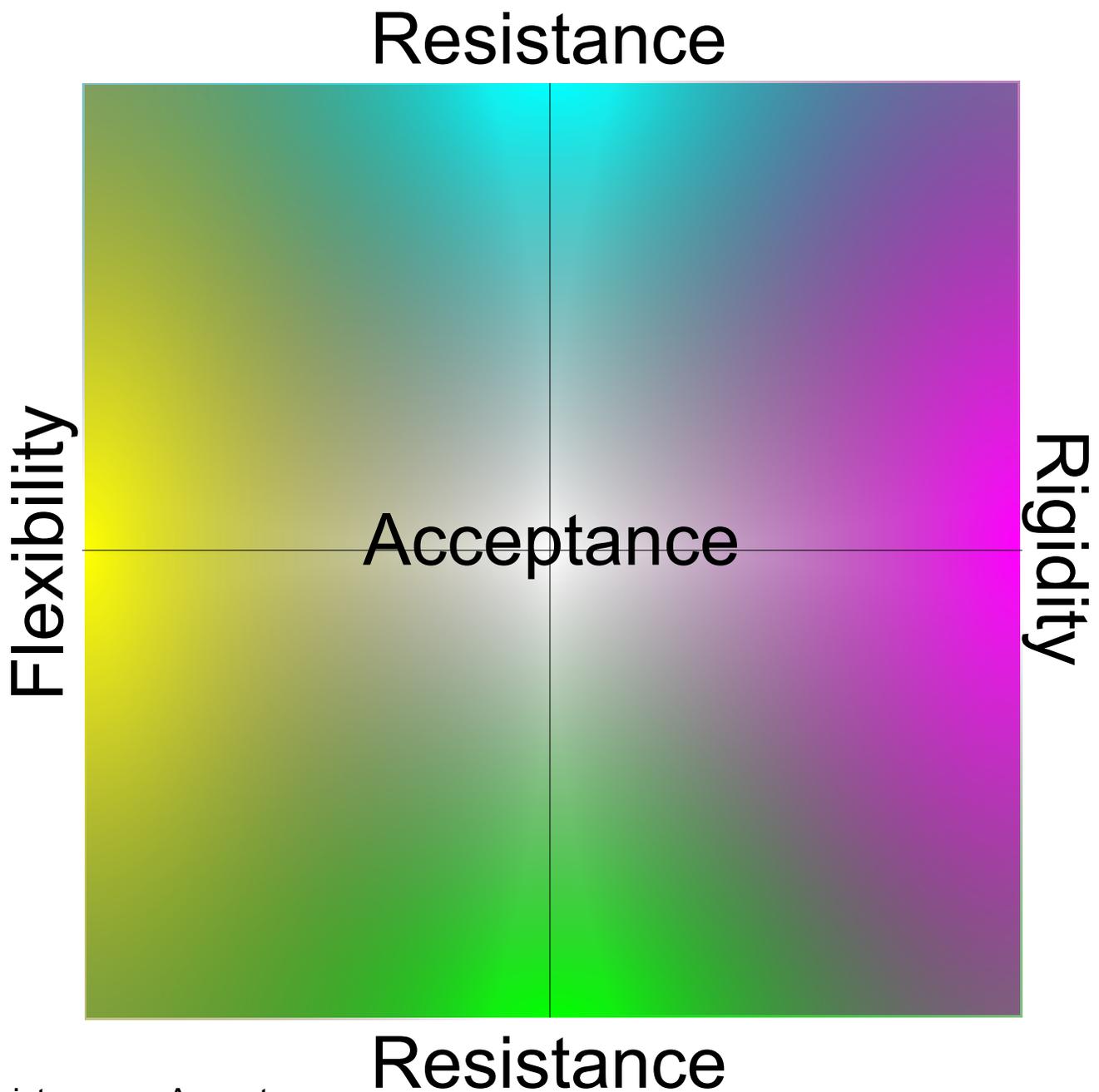
Game runners and players need to work together to determine how to evaluate the expectations and relationships between the setting and the characters. Since concepts like “good” and “evil” are nebulous at best, this core value method allows for a more nuanced and specific relationship between character and setting. Depending on a runner’s style, these core values can be established before the game begins, or as part of the collaborative world building process.

Core values work best when there are strong arguments for and against them. This conversation about complex values is part of what makes for engaging role play. It is tempting to try and encapsulate every aspect of a setting, but a game will be best served if there are 2-5 core values, with 3 being a general goal. If there are 6+ core values that characters will be forced to interact with, that’s not a bad thing. It’s just as important to be realistic about how much will be fun and how much will be overwhelming.

In collaborative story telling games, things change all the time. It’s important to revisit character relationships to core values regularly and be comfortable making adjustments. And from time to time the world will change. This can be due to in game actions, or out of game needs. It’s important for the setting to be reactive to the characters and for the game runner to be reactive to player needs, and their own. Anytime changes are warranted the group should revisit their value alignments and have an out of character discussion about what has changed.

For players it’s also good to think about where your character is now and where it would be fun to take them! Consider how your character’s relationships to core values can change and what it will take to bring about those changes. This will serve as a sketch for character growth or devolution. In real life our values change over time as we experience things, and that should be true for your character as well. Just as in real life, values are complex; ideals that seem mutually exclusive can coexist in a person’s mind. (For example, someone can be pro-fudge and anti-chocolate and see no issue with that because they have additional values that differentiate between the aspects of fudge they enjoy and the issues they have with chocolate.)

Also, there will be times when runner/player needs override character actions. As a group member it’s important to be flexible in your character to be rigid in your support of fellow gamers.



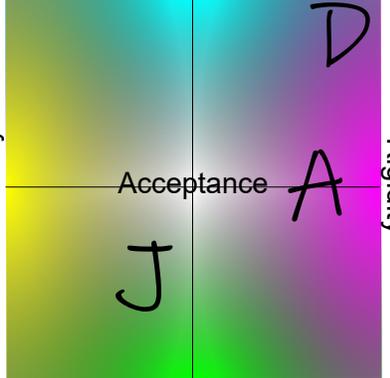
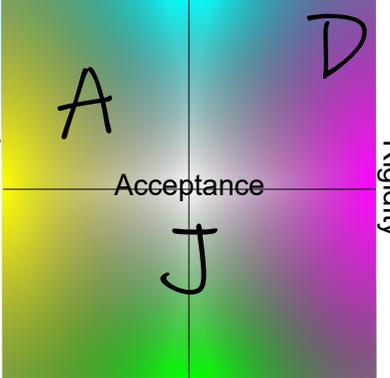
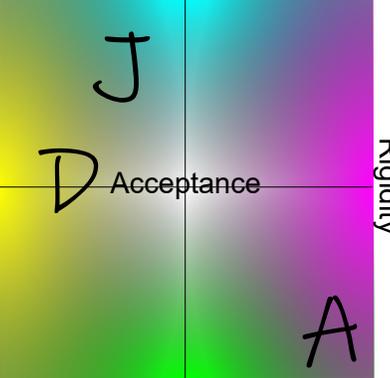
### Resistance vs Acceptance

Once the core values of the setting are established, a character will either accept them as they are, or resist them. Full acceptance means they are completely aligned with the core values and do not think they should be changed, and full resistance means they want to change all of a core value. One side of resistance will be diametrically opposed to the other side of resistance.

### Rigidity vs Flexibility

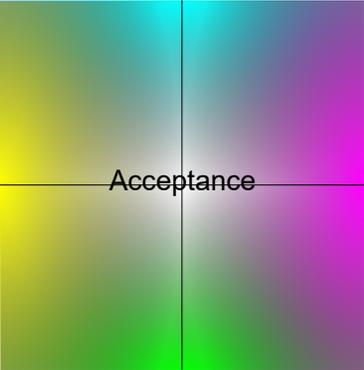
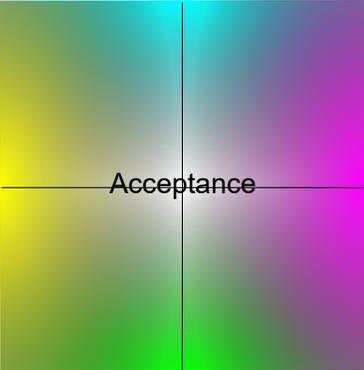
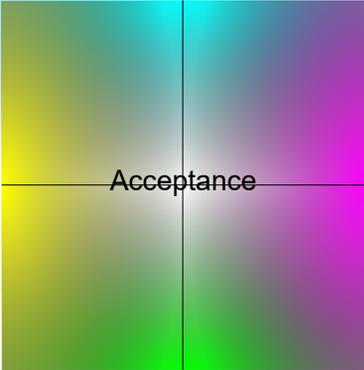
How intensely someone is willing to adjust their view of core beliefs based on a situation informs their rigidity/flexibility. If someone lives their life in strict adherence to their position of resistance/acceptance they are more rigid. If they are willing to compromise their core beliefs for immediate benefit in many situations, they are more flexible.

# Example Core Values

<b>Core Values</b>	Death is inevitable.	Needs of the many outweigh needs of the few.	To be alive is to suffer.
<b>Spectrum of Resistance</b>	People should die more.	Individual Needs.	There should be more suffering.
			
<b>Spectrum of Resistance</b>	Death should be prevented.	There is no individual.	There should be less suffering.
<b>Character Views</b>	<p><u>Jimmothy</u> All life has value, but death is what gives it value. I wish people died less, but I understand it is inevitable. Nonetheless I will fight for life then I can.</p> <p><u>Agamemnon</u> Death happens. IDK why people worry so much about dying. You can't control how you die, but you can control how you live. IMO that's way more important.</p> <p><u>Dabaha</u> Honestly, the world would be better with fewer people in it.</p>	<p><u>Jimmothy</u> There's an argument that we are not individuals, but part of a whole. However, our individual experiences are our whole life, and that has value.</p> <p><u>Agamemnon</u> Heck yea, individual needs matter! I mean, there are limits to what someone should do, but if people meet their own needs, then they'll suffer less and live a better life.</p> <p><u>Dabaha</u> What's the point of living for others; they won't live for you.</p>	<p><u>Jimmothy</u> If people suffered more, they would appreciate life. Those who suffer don't need my help, but I'll happily give perspective to those who live comfortably.</p> <p><u>Agamemnon</u> Suffering is the worst. If people spent half as much energy preventing suffering as they do moaning about it, the world would be a better place for everyone.</p> <p><u>Dabaha</u> What even is suffering? I mean, I guess it's bad?</p>

Player: \_\_\_\_\_

Character: \_\_\_\_\_

Core Values			
Spectrum of Resistance			
Character Views			