

Shyness: Hello...? Is anyone out there?

Excitement: Yes! Me! Over here! Thank goodness you're here friend, I've been so lonely!

Shyness: Oh... hello... nice to meet you... I've been alone too...

Excitement: Excellent! It's alright now though, we can keep each other company! I wonder why we've been brought here though, it's been ages since I've seen another spirit. Do you know why we've been pulled this way?

Shyness: Um... no

Anger: FOOLS! DON'T YOU TWO UNDERSTAND? THE UNIVERSE IS TO BE BORN SOON!

Excitement: The universe? That sounds awesome! What is a universe?

Anger: HOW COULD YOU POSSIBLY NOT KNOW WHAT THE...

Divine Judge: That's enough Anger, you've all been gathered here today because I have completed my ultimate masterpiece.

Shyness: Your... masterpiece?

Divine Judge: Yes, it is the universe Anger spoke of, for many of the spirits here may someday get to live in it, but first, you will each have to prove to me that you are worthy of its splendor.

Excitement: Wonderful! What must we do?

Divine Judge: Well in the coming universe, multiple spirits will be able to inhabit the same entity, although not necessarily in equal measure. This coexistence will be confusing, but also beautiful.

Anger: I HAVE ALWAYS BEEN THE STRONGEST SPIRIT, THESE ENTITIES SHALL BE MINE!

Divine Judge: Your contest will not be one of strength or skill, but rather your ability to coincide with each other. Quite frankly, you might find this rather difficult, Anger...

Excitement: Coexisting with other spirits! How exhilarating!

Shyness: But judge, how can a single entity contain shyness, excitement, anger, and more?

Divine Judge: The coming universe is more complex than anything you have yet to experience. Rather or not such a thing is truly possible, is why I have gathered all of you here today. The most versatile of spirits may yet see the freedoms of tomorrow! Good luck!

Who We Are

The Universe Awaits:

Welcome to Who We Are! A game in which players play as spirits hovering in the void before the dawn of creation. Each spirit possesses a single core trait that defines its behavior. However, the divine judge does not want unpopular traits tainting the glory of the coming world, and will therefore only allow the most well developed of traits to live in his new universe. In order to escape the void in which your spirits have been dwelling, you will each need to show the judge that your core trait and growing personality are important enough to exist outside of it.

What you need:

5-10 people, one of whom will become the divine judge through either mutual agreement or a random assignment.

A way to create private conversations between the players quickly such as discord.

Setting up the game/Creating the Spirits:

If the game is being played online, create a one on one discussion between the divine judge and each player and a large central discussion that includes everyone. Each player will then pick a single personality trait to serve as their core trait through the one on one discussions, and each player should privately tell the judge the trait that they choose. If for any reason the judge feels as though a trait is inappropriate or not conducive to the spirit of the game, he/she may ask you to select a different trait. After this, the judge creates a vertical list of the names of each player, and the spirits are now ready to begin developing personalities.

Each Round for the Divine Judge:

The judge should pair up players from the top of the list to the bottom, creating one group of three if needed. Then, the judge should create discussions between himself and each created group, and start a 2 minute timer, posting in the central discussion when this timer begins. During this time, the judge is not allowed to speak or interact with the spirits in any way, but may observe any discussion he pleases. When the time is up, have each spirit give you a guess as to the trait(s) of his or her friend(s) (spirits assimilate any traits that they guess correctly), and note which personality traits now belong to which spirit. Then, reassign the spirits into new groups and begin the timer again. Repeat this process for a number of rounds equal to half the number of spirits rounded up.

Each Round for the Spirits:

Locating your allies:

As you've been wandering around the void you've managed to bump into a newfound friend!

The Dreamscape:

You are all taken into a dreamlike state in which you and the other spirit(s) inhabit(s) earth centuries after its creation as friends. During this time, you and the other spirit can talk about anything you'd like, except for directly stating your personality trait(s) or a synonym thereof. The game is based upon acting out your personalities through an unrelated conversation. If any player feels uncomfortable with the direction a conversation has taken at any point, including the judge, simply say "pause" in the central discussion and the judge will stop the timer and the issue can be comfortably resolved with a group discussion.

Developing your personality:

At the end of your conversation, each spirit can give one or more guesses to the judge about the personality trait(s) held by the other spirit. The judge will then verify whether or not you were correct. If you were, then your friend has successfully taught you how to act in that new way, and you now gain any personality trait(s) that you were correct about your friend having in addition to your own, and can pass them on further in future conversations. If your guess was a synonym of the trait, it is still considered a correct guess, but this interpretation is up to the judge. Beware however, that if you make more than one guess and are wrong about any of them, you will not gain any new personality traits on that round even if you guessed one or more of them correctly.

The Dawn of Time:

When the game ends, each spirit gets a number of points for their personality traits equal to the number of spirits who now possess each trait (for example if 5 spirits are now "forgetful" then each spirit with the "forgetful" trait will receive 5 points). Additionally, the judge may give out one bonus point to the spirit he deems most creative in their conversations. Any spirit that now has a number of points equal to or greater than twice the number of players is now freed from the void, and their new, complex personalities will be incorporated into the coming world!

Ideas for traits

Forgetful

Tired

Lazy

Energetic

Cheater

Easily Confused

Conversation starter ideas for spirits:

Want to go see a movie with me later?

What are you eating for lunch today?

I just got a new pet.

Did you hear about what happened yesterday?