

# CREATING A CHARACTER BACKGROUND

Note - This is a written process. Get paper. Lots of it.

You need the Following Seven Items to make a Character:

## 1. NAME YOUR CHARACTER!!!!

Naming your character is very important. Pick a name you like and can live with. Silly names tend to get boring REALLY quickly. Especially to the other (Heavily Armed) Players. Without a name, you character will not even be looked at by the DM.

## 2. The Character Concept

A brief synopsis of the Idea or Role of the character. Refer to literary works. Do what it takes to get the idea across. Once you have writted this down, you will have a good idea of what your charcter is like so you can write.....

## 3. A Character Story

Tell me a Story. Who are you? Where did you come from? What made you into what you are today? What forces or people shaped your life? What baggage are you carrying from your previous life? Make it sound good. Hint - this is a lot more effective if you write it has a journal entry - "You have been called here to explain yourself to the Gods of GM. Write a brief, but concise history of yourself". Try to write it in the first person ("I did this"..."This happened to me")

## I. Background:

- A) Where was your character born?
- B) Who raised him?
- C) What was happening in the region when he was growing up?
- D) Does he any relatives? If so, how well did he get along them? What are they doing now?

## II. Motivation:

- D) What are the character's motto or favorite saying?
- B) What is his favorite color?
- E) Describe what he would wear of money were no object.
- D) What is his favorite food? His favorite drink?
- E) What is hi favorite animal? B)
- F) What habits of his friends annoy him most? D)

4. A Synopsis of the Character Personality and Motivations  
What moves your character? Why do they do things the way they do? What are their quirks?

## 5. The Characters Goals

This continues the ideas from 4. What does your character want? What do they think they want? How far are they willing to go to get it?

## 6. A Brief description of the Character

Describe your character. Think of what they look and dress like normally. Don't be afraid to go into detail. This is how the DM will expect the other characters to see you.

## 7. Your Goals for the Character.

Finally, tell the DM what YOU want to get out of playing the character. What would you like to see this character do? How would you, if you had the choice, end this character's career? Be especially explicit in how this differs form the Characters Goals (See 5.)

Once you have all of this, give it to the DM and arrange a time to meet with the DM and work out the Game Mechanics.

## IV. Traits:

Rate these behaviors for your character on a scale of 1 to 10 (0 means he has no trace of this trait; behaving in a completely opposite manner; 10 means he has great amounts of this trait).

Courtesy	Self-sacrifice	Valor	Generosity
Sobriety	Optimism	Forgiveness	
Patience	Helpfulness	Calm Temper	
Curiosity	Cheerfulness	Honesty	Loyalty

## V. Miscellaneous:

- F) What well-known media figure from sports, movies or politics most closely resembles your character?
- B) What would his theme song be?
- G) If his friends were to write his epitaph, what would it be?
- D) What would his job be in modern society?