

Character Personality and Background

(Things to Consider for your Character)

FAMILY:

Social Class: high, low, noble or not...

Family Wealth: Wealthy farmer, poor noble, rich or poor merchant etc...

Birth Place: Seagate and the surrounding area...

Birth Status: Legitimate, Illegitimate, orphan...

Raised By: Both parents, Mother, Father, Step Parent, Foster Parents, Orphanage, Still Living...

Siblings: how many; sisters, brothers...

Other Relatives: Uncles, Aunts, Grandparents etc....

Attitude Toward Family: Loving, Respectful, Hostile, Close, Distance, Searching for...

Local Events While Growing Up: special events...

Family Events while Growing Up: Broken limb, death in the family, divorce etc.

APPRENTICESHIP:

All party members belong to some sort of Guild for training.

Master's Treatment: Warm, Considerate, Decent, Cool, Harsh, Erratic, Close...

Master's Status Among Peers: High, Normal, Low, Outcast...

How Many Apprentices did the Master Have: Masters, Journeymen, Apprentices....

Did the Master Favor One Apprentice Over the Others: bullies, close...

Were You Self Taught and later joined a Guild: accepted, forced to join, wanted to join...

MANNERISMS:

Voice, Accent, Speech Patterns, Lisp, Lower Class, Higher Class....

Body Language: Shakes Fist, Pointing Finger, Flicks Hair, Chews Cheek....

Habits: Chews Gum, Always sits with back to the wall, Flirts...

Opinions: Prejudices, Racial, Character Class, Social, Government...

Favorite Things: Clothing, Weapons, Goods...

Phobias: Fear of anything

Faults: Prejudice, Rude, Too generous...

Vices: Drink, Drugs, Poetry...

Goals: Immediate, Family, Future, Already achieved...

Traits: Courteous, Valorous, Generous, Honest, Loyal, Curious, Optimistic, Serious, Patient...

KIND OF PERSON:

Adventurer: Excitement Junkie, Gambler who needs money, Loves to party, Why do you go?

Avenger: What caused you to seek vengeance?

Comrade: Likes to hang around with who?

Crusader: What rights need to be addressed?

Hoarder: Wants to be wealthy, or a Miser...

Paragon: Wishes to Improve one or more skills to absolute mastery...

Power Seeker: Seeks Power -- Political, Military, Spiritual, Economic...

Psychopath: Loves Violence (Even a Paladin can love killing Orcs)

Servant: In service of a person or agency besides your Guild...

Subsister: Forced into adventuring due to circumstances beyond their control...

Superstar: Wants to become famous, wants to be a leader, wants glory...

Answer some or all of these questions and you will have a good background for your character. You are expected to produce a 0.5-2 page history on your character for the DM to use. Include story hooks (ideas) and background and you will be rewarded with a minor magic item.