



DEAR PLAYER,

PLEASE COMPLETE THE FOLLOWING WORKSHEETS FOR YOUR CHARACTER BEFORE YOUR FIRST PLAY SESSION OF YOUR CAMPAIGN.

YOU SHOULD TRY TO COMPLETE THESE PAGES WHILE FOCUSING ON BUILDING AN EMOTIONAL RELATIONSHIP WITH YOUR CHARACTER. TRY NOT TO MENTION SPECIFIC GAME MECHANICS, LIKE YOUR CHARACTER'S CLASS, IF POSSIBLE. PRIORITIZE DEVELOPING YOUR CHARACTER FOR ROLEPLAY FIRST.

PLAYERS WHO COMPLETE THESE WORKSHEETS BEFORE THEIR SESSION ZERO OR MID-CAMPAIGN ONBOARDING WILL BEGIN WITH **+1 UNCOMMON MAGIC ITEM** OF THEIR CHOICE.

- ALL PLAYER CHARACTERS MUST BE CONSIDERED ADULTS BY HUMANOID STANDARDS (18+). AVOID CHARACTERS WHO ARE UNNATURALLY OLD WHO MAY HAVE LIVED THROUGH HISTORICAL ERAS NOW SHROUDED IN MYTH OR LEGEND.
- CHARACTERS SHOULD ALIGN WITH THE CAMPAIGN'S GENRE, FIT REALISTICALLY WITHIN THE SETTING, AND HAVE A CLEAR REASON TO COOPERATE WITH THE REST OF THE PARTY.
- AVOID CREATING LONE WOLVES, JOKE OR MEME CHARACTERS, EVIL CHARACTERS FOCUSED ON CAUSING HARM, RELUCTANT HEROES, OR OTHERWISE "NORMAL" CHARACTERS WHO LACK INTEREST IN ADVENTURING OR COMBAT.
- PLAYER CHARACTERS MAY COME FROM RICH OR NOBLE BACKGROUNDS, THEY SHOULD NOT BE RELATED TO, OR ASSOCIATED WITH, POWERFUL OR INFLUENTIAL FIGURES LIKE KINGS, QUEENS, OR OTHER HIGH-RANKING OFFICIALS WITH LOFTY TITLES THAT GRANT ACCESS TO SPECIAL RESOURCES.

ARCHETYPE



THE ARTIST

Imaginative, Innovator
Seeks to Express Vision



THE CAREGIVER

Protective, Compassionate
Seeks to Help Others



THE EVERYMAN

Honest, Realistic
Seeks to Belong



THE EXPLORER

Ambitious, Independent
Seeks Self-Knowledge



THE INNOCENT

Faithful, Optimistic
Seeks Paradise



THE JESTER

Humorous, Trickster
Seeks to Live in the Moment



THE LOVER

Passionate, Loyal
Seeks Intimacy



THE MAGICIAN

Charismatic, Manipulative
Seeks to Understand



THE REBEL

Disruptive, Wild
Seeks to Overturn



THE RULER

Controlling, Creative
Seeks Power



THE SCHOLAR

Analytical, Intelligent
Seeks the Truth



THE WARRIOR

Courageous, Willful
Seeks Worthiness

NAME

GAME

I BECAME AN ADVENTURER BECAUSE...

I AM MOTIVATED BY MY DESIRE FOR...

MY VISUAL IDENTITY AND APPEARANCE IS ICONIC BECAUSE...



PERSONAL GOALS

PLAYERS GOALS ARE ONE OF THE MOST IMPORTANT ELEMENTS OF A PROACTIVE FANTASY GAME.

EACH PLAYER CHARACTER MUST HAVE THREE DIFFERENT PERSONAL GOALS WITH VARYING TIME FRAMES (SHORT-, MID- AND LONG-TERM).

EACH GOAL NEEDS TO BE ACHIEVABLE, AS IN THEY MUST BE FORMULATED IN A CLEAR AND MEASURABLE MANNER SO THAT WE KNOW WHEN WE HAVE ATTAINED THEM.

EACH GOAL MUST INCLUDE CONSEQUENCES. WHAT HAPPENS IF YOU FAIL? WHAT PERSONAL STAKES ARE INVOLVED?

AVOID REPEATABLE GOALS. IF YOU CAN FAIL AND JUST TRY AGAIN WITH NO COST, IT DOESN'T REALLY MATTER WHETHER YOU SUCCEED.

KEEP IT FUN! GOALS SHOULD LEAD TO INTERESTING ADVENTURES, NOT DEAD ENDS. IF YOU CAN IMAGINE A FEW EXCITING CHALLENGES ON THE WAY, IT'S PROBABLY A GOOD GOAL.

CLEARLY DETAIL 3 PERSONAL GOALS FOR YOUR CHARACTER BEFORE YOUR FIRST PLAY SESSION TO BEGIN YOUR CAMPAIGN WITH **+1 ADDITIONAL MAGIC ITEM!**

CHECK WITH GM SHYANN FOR THE RARITY LIMIT OF THIS MAGIC ITEM.

SHORT TERM GOAL

SHORT TERM GOALS MAY TAKE A FEW IN-GAME DAYS TO COMPLETE

MID TERM GOAL

MID TERM GOALS MAY TAKE A FEW IN-GAME WEEKS TO COMPLETE

LONG TERM GOAL

LONG TERM GOALS MAY TAKE A FEW IN-GAME MONTHS TO COMPLETE

STARTING ITEM

☐ COMMON

☐ UNCOMMON

☐ RARE

☐ VERY RARE

☐ LEGENDARY



Key NPC

CREATE A KEY NPC FOR YOUR CHARACTER.

THINK OF SOMEONE IMPORTANT IN YOUR CHARACTER'S LIFE.

THEY COULD BE A **FRIEND**, A **RIVAL**, A **MENTOR**, A **FAMILY MEMBER**, OR OTHER **ALLY**.

GIVE THEM A REASON TO EXIST IN THE WORLD. YOUR ANSWERS SHOULD SUGGEST HOW THIS KEY NPC MIGHT **APPEAR**, **HELP**, OR **COMPLICATE YOUR STORY**.

BE SPECIFIC, BUT LEAVE ROOM FOR SURPRISES.

SHARE WHAT YOU HOPE TO SEE HAPPEN WITH THIS CHARACTER, INCLUDING ANY BOUNDARIES OR PREFERENCES YOU WANT GM SHYANN TO KNOW.



WHO ARE THEY?

GIVE THEIR NAME, ROLE OR RELATIONSHIP TO YOU, AND A SHORT DESCRIPTION.



WHY DO THEY MATTER?

WHAT'S THEIR EMOTIONAL OR STORY IMPORTANCE TO YOUR CHARACTER?



WHAT DRIVES THEM?

WHAT ARE THEIR GOALS, BELIEFS, OR PERSONALITY TRAITS THAT DEFINE HOW THEY ACT?



WHAT CONNECTS YOU?

WHAT'S UNFINISHED BETWEEN YOU — A SECRET, PROMISE, RIVALRY, DEBT, OR GOAL?



NOTES FOR THE GM

ANY BOUNDARIES, PREFERENCES, OR STORY HOPES YOU HAVE FOR THIS KEY NPC.



CHARACTER RUMORS

CREATE **FOUR DIFFERENT, INTERESTING RUMORS** ABOUT YOUR CHARACTER THAT THEY OTHER PLAYER CHARACTERS IN YOUR PARTY MIGHT HAVE HEARD ABOUT YOU.

PICK **1 TRUE RUMOR** ABOUT YOUR CHARACTER THAT IS **BENEFICIAL** TO YOUR CHARACTER'S REPUTATION AND RENOWN.

PICK **1 FALSE RUMOR** ABOUT YOUR CHARACTER THAT IS **BENEFICIAL** TO YOUR CHARACTER'S REPUTATION AND RENOWN.

PICK **1 TRUE RUMOR** ABOUT YOUR CHARACTER THAT IS **DETREMENTAL** TO YOUR CHARACTER'S REPUTATION AND RENOWN.

PICK **1 FALSE RUMOR** ABOUT YOUR CHARACTER THAT IS **DETREMENTAL** TO YOUR CHARACTER'S REPUTATION AND RENOWN.

EACH OTHER PLAYER CHARACTER IN YOUR PARTY WILL "HEAR" ONE OF THESE RUMORS ABOUT YOU AT RANDOM BEFORE YOUR FIRST PLAY SESSION.

ADDITIONALLY, THESE RUMORS HAVE SPREAD AS FAR AS YOUR REPUTATION, AND NPCs MAY OR MAY NOT BE AWARE OF ANY OF THE RUMORS ABOUT YOUR CHARACTER.



TRUE

FALSE

BENEFICIAL

DETREMENTAL



PARTY CONNECTION QUESTIONS

CONNECTIONS REPRESENT THE RELATIONSHIPS AND PERSONAL HISTORY BETWEEN YOUR CHARACTER AND THEIR FELLOW PARTY MEMBERS.

ONCE YOUR GROUP IS COMFORTABLE WITH THEIR (ALMOST) FINISHED PCs, SUMMARIZE YOUR CHARACTERS FOR EACH OTHER. AT MINIMUM, SHARE THEIR NAME, PRONOUNS, CHARACTER DESCRIPTION, AND WHY THEY BECAME AN ADVENTURER. FEEL FREE TO INCLUDE ANY OTHER DETAILS YOU'D LIKE THE OTHER PLAYERS TO KNOW.

THEN WORK TOGETHER TO DECIDE HOW YOUR CHARACTERS ARE CONNECTED AND HOW THEY FEEL ABOUT EACH OTHER.

PICK ONE QUESTION TO ASK ANOTHER PLAYER FOR THEIR CHARACTER TO ANSWER ABOUT THEIR RELATIONSHIP WITH YOU.

YOU CAN ALWAYS TURN DOWN A QUESTION OR RELATIONSHIP SUGGESTED BY ANOTHER PLAYER IF IT'S NOT A GOOD FIT OR NOT A RELATIONSHIP YOU'RE INTERESTED IN EXPLORING. WORK TOGETHER TO FIND ANSWERS THAT WORK FOR BOTH CHARACTERS.

FOR EACH PARTY CONNECTION QUESTION YOU ESTABLISH WITH ANOTHER PLAYER CHARACTER BEFORE YOUR FIRST PLAY SESSION, YOU MAY GAIN **+1 HP TO YOUR HIT POINT MAXIMUM**.

YOU MAY ONLY GAIN THIS BENEFIT ONCE FROM EACH INDIVIDUAL PLAYER IN YOUR PARTY, TO A MAXIMUM OF 5. THIS BENEFIT IS PERMANENT.

WHAT MOMENT DID WE SHARE THAT MADE YOU DECIDE THAT YOU COULD TRUST ME?

+1
HP MAX

WHEN WAS A TIME THAT I LET YOU DOWN, AND WHY DID YOU FORGIVE ME?

+1
HP MAX

WHAT SECRET OF MINE DO YOU KNOW, AND WHY HAVE YOU KEPT IT?

+1
HP MAX

WHAT INSIDE JOKE DO WE SHARE THAT NO ONE ELSE UNDERSTANDS?

+1
HP MAX

WHAT DANGER OR LOSS HAVE WE SURVIVED TOGETHER THAT STILL HAUNTS US?

+1
HP MAX