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# DEVELOPMENTAL QUESTIONS AT CHARACTER CREATION

*Queries to help flesh out your PC's personality at the start*

You might not have an answer for every question, and that's fine. These are just aids to get your creative juices flowing and help develop a full character, which can be difficult at the start of a new campaign.

## Why is your character an adventurer?

Most people in fantasy worlds aren't adventurers. So what's your PC's motivation? What makes them want to trek across the wilderness, explore dangerous ruins, or risk life and limb fighting monsters? Is your character desperate for money? Are they an ambitious fortune seeker? Did they begin by helping a friend in trouble?

## What is the most important thing in your character's life?

Picture a villain taking aim to hurt your PC, not to physically harm them, but mentally and emotionally mess them up. What is that one thing that a vengeful enemy could target that would make your character feel dread? Is it a family member, a friend? Maybe it's their ancestral home, or the village where they grew up? It could be something less tangible, like their career or religion.

## What does your character most want?

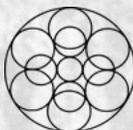
Everyone has desires. Some people are relentlessly driven by their want and needs. Others set aside their own desires in lieu of more immediate concerns, or even the dictates of a superior authority. It's entirely possible that a PC might want two or more things that conflict with each other. Is your character goal driven and always looking to the future, or are they driven by a greater purpose that directs their choices in the here and now?

So what *does* your PC desire? Is it as simple as a better life? As personal as revenge? As ambitious as a noble's castle?



## What is your character's best strength?

This is not a game mechanic question (i.e., casting *fireball* or having a magic sword). We're talking about personality traits here. Your PC's greatest strength might be their willingness to trust others. It could be their relentless pursuit for answers, their ability to improvise, or perhaps their resilience to persevere against overwhelming obstacles.





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What is your character's greatest fear?

Everyone is afraid of something. What makes your PC lose sleep? The loss of a loved one? Death in general? Is it the fear of being forgotten? It might be failing a specific task or disappointing a friend. Are they keeping an all-important secret?

What trait or behavior does your character most dislike in other people?

Opposing background can set people at odds. A street urchin rogue might despise the wealthy upper class. A devout cleric might have disdain for someone they see as thoughtless brute. It might be as unfortunate as two nations or cultures with a history of animosity.

Then again, it doesn't have to be a broad category or general prejudice. It could be as simple as, "I just hate liars." They might dislike anyone who is cruel to animals, or who acts arrogant. They might just be annoyed by people who make them say grace before eating, or who always calls dibs on the 'best' watch shift at night.

Something to consider: We often dislike in others what we dislike in ourselves.

What trait or behavior does your character admire in other people?

What kind of person puts your character at ease, makes them laugh, or seems trustworthy? Is it a shared background? Someone with the same opinions? Is it a quality that you personally don't have at all?

