

# CHARACTER INTRO

## HOW TO USE THIS SYSTEM

The core idea to this planner is to guide you through the creation of a character introduction. Once completed, this can help your roleplaying in a number of ways.

1. Read this quietly to yourself before a game. A brief reminder that your character isn't simply a collection of stats and class features, but a person with a point of view and mannerisms, treasured items and a way of settling conflict.

2. This format can be a lot more entertaining a read for other people at the table with questions about who your character is. A short and sweet story that conveys everything they need to understand how their character would treat yours.

3. Answering the prompts will force deeper thought about things like truly distinguishing features and traits, rather than superficial ones that are unlikely to ever make an appearance in your game.

Your goal is to complete all of the prompts in fairly concise descriptive sentences. Consider each one, and what it conveys about who your character is. Of course this is simply a guide, you may need to detour.

## BASICS

Follow the prompts to write three paragraphs. The first paragraph is a set-up to a scene. This is followed by a deep description about your characters physical points of interest. Finally, we end on a paragraph about who they are and how they interact with the world at large.

Each prompt is designed to answer vital questions for yourself and others to understand about the character and to act as a guide for how they behave and think.

## SET THE SCENE

This first paragraph is all about setting the stage and build up of tension. Without a before, there is no after. Here we need to set up the possible effect our character has on the world around them.

### Sentence 1

Introduce the location that the PC feels most at home in. Describe the notable features of this place with concrete, sensory details. Do they come from a farm? Feel cozy in a tavern? Is this place indicative of them? Describe this place.

### Sentence 2

Introduce the scenario or conflict. What is an additional character or NPC doing that opposes one of the PC's traits? If you can, use one of their five character traits. If your character is generous then introduce a greedy NPC and describe what they are doing that is clearly greedy.

### Sentence 3

Describe the stakes that are present should the NPC be successful in their endeavors that oppose the PC's values. Only one person will oppose this NPC or right this conflict. How would the scenario be worse off if nobody intervened.

### Sentence 4

Describe a change in the environment that would announce the arrival of the PC. Does the tavern door chime? Does a bystander yell, "look out!" Whatever form this takes, the drama is increased, and it begs the question, who is this that is heroic enough to stand up to this conflict.

## PAINT A PICTURE

This paragraph is all about visually describing your hero. How they stand, what they carry and ultimately the impression they give to the world.

### Sentence 1

Describe the signature weapon/item/tool of the PC's interaction with the environment. What can be said about their personality? Is it their oddities tied to their magical staff? Is it the rust on their poorly maintained sword? This can say much about your character.

### Sentence 2

Describe the change of demeanor in the NPC now that the PC is present. Their reaction can say a lot. Are they underestimating based on your character's unassuming nature? Are they fearful and running away?

### Sentence 3

Describe a signature element of the PC's attire and how the PC has personalized it, or made it their own. This could be immaculately polished buttons on their uniform, hinting at a regimented and studious person or a trophy of something they are proud of.

### Sentence 4

Describe the reaction of the NPC to their noticing the most unique physical feature of the PC. Are they scarred, do they walk with a limp or do they have interesting hair. Describe the first biological trait a person would notice of your character.

### Sentence 5

Whatever they look like, this visual changes the mood in the scene. Here you can describe the PC's demeanor or feeling of presence.

## STICK THE LANDING

This is where we want to both resolve the scene and also complete the full picture of your character by working in elements of who they are as a person. We do this by describing what they say and how they resolve the conflict set at the beginning of the scene.

### Sentence 1

Write a single line of dialogue said by the PC to the NPC or the scene at large. This is extra impactful if we can incorporate their personal catch phrase of some kind. Regardless, their speech (pattern, volume, tone) can say a lot about them, so be specific.

### Sentence 2

Describe the PC's posture change or physicality as they ready to fix the conflict in the scene. Are they ready for battle? Are they aloof or dismissive? Do they draw a weapon.

### Sentence 3

Describe the NPC's reaction to the PC's words. Did the NPC back down or change their tune? As we wrap up, this will project almost all of the assumptions about what follows this scene. Is it a bloody battle or did your silver-tongued character sway their opposition to sharing a drink with your character? We don't want to resolve the action, but how the NPC reacts sets the scene for what is to come.

### Sentence 4

Describe the result of this action, without resolving the final result. Does your character charge at them or extend a hand in friendship? Whatever the case, stop just short of confirming the end result. Always leave them guessing.



**Set the Scene**

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This paragraph sets up what the normal is for your character as well as some conflict for the scene. This will help in the future to contextualize situations and locations they would find somewhat commonplace and comfortable, and more importantly, what they wouldn't.

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**Paint a Picture**

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This is where we really get to give a sense of what the character looks like. Here we want to describe visual elements of the character that would further indicate who they are. Describe only what is core to the character and avoid fluff.

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**Stick the Landing**

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Resolve your characters reaction and how they handle the circumstances. This will say everything we need to about their philosophy and who they are as a person based on how this conflict is resolved.

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