

# CHARACTER WORKSHEETS

Use this worksheet to create the background for your character in this game. Consider the setting, flavor, and goals of the party when developing your character. Remember, the more you put into this background now, the more your DM can incorporate you into the main story line.

## Character \_\_\_\_\_

**RACE** \_\_\_\_\_

**ALIGNMENT** \_\_\_\_\_

**CLASS** \_\_\_\_\_

### What does your character look like? (Generic Description)

*Hair, skin, eyes. Any specific racial features? What clothes are they wearing? This is great time to really brainstorm defining features for your character. Be prepared for your character introduction. Don't be afraid to shine! It can be nerve-racking trying to come up with traits on the fly when the DM asks you what your character looks like for the first time at the table in front of the group. Feel free to reference back to this section during your character's grand entrance.*

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### What are 1-2 unique appearance/clothing/quirks your character has?

*These are VERY unique defining characteristics. You want these to be stark and memorable. Try to foreshadow your backstory with these traits and invite other PC's to ask about them. Think of your favorite characters from film, books, TV, etc. You'll notice that each of those characters have unique qualities that make them memorable.*

*Ex: Jack Sparrow has a unique walking gait. Yennefer has captivating amethyst eyes. Perhaps your character has a very purposeful stark tattoo that encapsulates them from head to foot. Maybe they speak to their sword from time to time. These features should make players want to ask questions!*

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# CHARACTER WORKSHEETS | CONT.

## What does your character love/prefer?

*Everyone has likes and dislikes. When utilized in roleplay, it makes your character feel more real! These also present great roleplay opportunities in your game and with your fellow players.*

*Ex: A character only having a taste for wine. Perhaps you have a character that prefers to sleep on the floor or can't help but dance every time a luteist begins a tune.*

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## What does your character hate/dislike?

*We all have something that just really grinds our gears. Your character should have that thorn in their side as well. Be careful, it could be conflicting if another PC is roleplaying something you hate.*

*Ex: Your character is terrified of water, afraid of spiders, or can't stand acapella singing. Perhaps they prefer to sleep in the woods vs the hustle and bustle of the city.*

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## Does your character have any hobbies?

*Hobbies pass the time when you journey across the land. They can also be helpful in aiding our allies, building relationships, and even passing a skill check!*

*Ex: Your character is a bit of a botanist. They collect plants and press them into their journal. Their knowledge of plants give them insight into rare plant made poisons as well as healing herbs.*

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# CHARACTER WORKSHEETS | CONT.

## Why is your character adventuring?

*The age-old question of DnD! What made your character leave to become an adventurer. This is perhaps one of the most important questions. Think of your character's goals and motivations while brainstorming.*

*Ex: Your family farm was burned to the ground. So, you now spend your days hunting down the assailants that took everything from you.*

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## Do you have a hidden past? Running from something? Secrets?

*Secrets are the currency of intimacy. We all have them and revealing a secret is a great way to grow closer to other players. Be aware of the gravity of your secret, if it's something that informs your personality or behavior, the sooner you get that out in the open, the better.*

*Ex: You were asked to assassinate the mayor. you didn't know why, but you did and its haunted you ever since.*

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## What are your flaws and weaknesses?

*No one is perfect. Our flaws and weaknesses make us unique. When we are at our worst because of them, our friends are able to step in and be the support we need. Think of your character backstory. What in your backstory would define these flaws and weaknesses? Did your house burn down? Is that why you fear fire? Flaws are an opportunity for your character to grow, develop, and change.*

*Ex: Your character plays it tough. They are intimidating, bulky, and terrifying. You once finished a bandit in the most ferocious way possible. Yet, you can't help but melt in the presence of field rabbits.*

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# CHARACTER WORKSHEETS | CONT.

## What are your character's motivations?

*What drives your character's decision making? What shapes their goals? What do they want out of life?*

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|---------------------------------------|---|--|---|
| <input type="checkbox"/> LOVE         | <input type="checkbox"/> KNOWLEDGE          | <input type="checkbox"/> SELF-PRESERVATION | <input type="checkbox"/> POLITICAL CHANGE |
| <input type="checkbox"/> GUILT/REGRET | <input type="checkbox"/> REVENGE            | <input type="checkbox"/> ACCEPTANCE        | <input type="checkbox"/> OTHER            |
| <input type="checkbox"/> FAMILY       | <input type="checkbox"/> REDEMPTION         | <input type="checkbox"/> PIETY/ RELIGION   |   |
| <input type="checkbox"/> POWER        | <input type="checkbox"/> FIND WHAT YOU LOST | <input type="checkbox"/> RESTITUTION       |   |
| <input type="checkbox"/> GREED        | <input type="checkbox"/> FRIENDSHIP         | <input type="checkbox"/> CHANGE            |   |

## Where are you from?

*Your DM will help you with a specific location after you select from the list below. You don't HAVE to limit yourself to one. You may select more than one when relevant. EX: Tower + Swamp or Castle + Sewers (HOW INTERESTING!). These answers will lend to your childhood and how you may have grown up. NOTE: You need to be able to rationalize and connect this to your other answers.*

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|--|--|-------------------------------------|--|
| <input type="checkbox"/> MOUNTAINS     | <input type="checkbox"/> LIBRARY       | <input type="checkbox"/> TEMPLE     | <input type="checkbox"/> THIEVES HIDEOUT |
| <input type="checkbox"/> CITY   NOBLE  | <input type="checkbox"/> ISLAND        | <input type="checkbox"/> AIRSHIP    | <input type="checkbox"/> SMITHY          |
| <input type="checkbox"/> CITY   SLUMS  | <input type="checkbox"/> CIRCUS        | <input type="checkbox"/> ARENA      | <input type="checkbox"/> TANNER          |
| <input type="checkbox"/> SEWERS        | <input type="checkbox"/> SHIP AT SEA   | <input type="checkbox"/> CLIFFS     | <input type="checkbox"/> TAILOR          |
| <input type="checkbox"/> BAYOU         | <input type="checkbox"/> FEYWILD       | <input type="checkbox"/> TUNDRA     | <input type="checkbox"/> COOK            |
| <input type="checkbox"/> SWAMP         | <input type="checkbox"/> ANOTHER PLANE | <input type="checkbox"/> CATHEDRAL  | <input type="checkbox"/> ALONE           |
| <input type="checkbox"/> FOREST   DARK | <input type="checkbox"/> RACIAL        | <input type="checkbox"/> JAIL       | <input type="checkbox"/> ENCHANTED       |
| <input type="checkbox"/> FOREST        | <input type="checkbox"/> ORPHANAGE     | <input type="checkbox"/> VOLCANO    | <input type="checkbox"/> CURSED          |
| <input type="checkbox"/> CAVE          | <input type="checkbox"/> SEASIDE       | <input type="checkbox"/> SHOP       | <input type="checkbox"/> KIDNAPPED       |
| <input type="checkbox"/> SMALL TOWN    | <input type="checkbox"/> DESERT        | <input type="checkbox"/> BAKERY     | <input type="checkbox"/> BARRACKS        |
| <input type="checkbox"/> PLAINS        | <input type="checkbox"/> CARAVAN       | <input type="checkbox"/> MINE       | <input type="checkbox"/> OTHER           |
| <input type="checkbox"/> FARM          | <input type="checkbox"/> NOMADIC       | <input type="checkbox"/> VILLAGE    |  |
| <input type="checkbox"/> UNDERDARK     | <input type="checkbox"/> THEATER/OPERA | <input type="checkbox"/> TRIBE      |  |
| <input type="checkbox"/> CASTLE        | <input type="checkbox"/> TAVERN        | <input type="checkbox"/> UNDERWATER |  |
| <input type="checkbox"/> TOWER         | <input type="checkbox"/> JUNGLE        | <input type="checkbox"/> MONASTERY  |  |

## What is your anchor?

*Unless you are chaotically evil, every character needs an anchor. Something that keeps them 'anchored' or 'stable' emotionally and mentally. Even Chaotic Neutral characters have anchors. Examples could include a Monk's monastery, Rogue's, Guild, or a parent or mentor.*

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# CHARACTER WORKSHEETS | CONT.

## Why is your character their chosen class?

*Is your character a cleric because your deity saved your sibling from certain death? Is your character a rogue because their parents were the head of the thieves guild?*

## Which characteristics would you associate with your character?

*Which adjectives would you associate with your character. Use these adjectives to define their personality. This will help you 'hear' and visualize their persona. If you can, try to limit yourself to 10.*

- |  |  |  |                                      |
|--|--|--|--------------------------------------|
| <input type="checkbox"/> KIND          | <input type="checkbox"/> CRASS         | <input type="checkbox"/> PRESUMPTUOUS  | <input type="checkbox"/> HUMBLE      |
| <input type="checkbox"/> SELFISH       | <input type="checkbox"/> CRUDE         | <input type="checkbox"/> QUIRKY        | <input type="checkbox"/> PRETENTIOUS |
| <input type="checkbox"/> THOUGHTFUL    | <input type="checkbox"/> CRUEL         | <input type="checkbox"/> MESSY         | <input type="checkbox"/> INSECURE    |
| <input type="checkbox"/> SELF-CENTERED | <input type="checkbox"/> DISHONEST     | <input type="checkbox"/> CLEAN         | <input type="checkbox"/> CHEERFUL    |
| <input type="checkbox"/> BOLD          | <input type="checkbox"/> HONEST        | <input type="checkbox"/> SUPERFICIAL   | <input type="checkbox"/> COMPLEX     |
| <input type="checkbox"/> TIMID         | <input type="checkbox"/> LOYAL         | <input type="checkbox"/> PERSISTENT    | <input type="checkbox"/> MOODY       |
| <input type="checkbox"/> AWKWARD       | <input type="checkbox"/> DISLOYAL      | <input type="checkbox"/> FORGIVING     | <input type="checkbox"/> BROODING    |
| <input type="checkbox"/> IMPATIENT     | <input type="checkbox"/> DISOBEDIENT   | <input type="checkbox"/> ARTICULATE    | <input type="checkbox"/> CURIOUS     |
| <input type="checkbox"/> LOUD          | <input type="checkbox"/> EGOCENTRIC    | <input type="checkbox"/> FOCUSED       | <input type="checkbox"/> CHARMING    |
| <input type="checkbox"/> QUIET         | <input type="checkbox"/> MONOCHROMATIC | <input type="checkbox"/> REASONABLE    | <input type="checkbox"/> ALLURING    |
| <input type="checkbox"/> RUDE          | <input type="checkbox"/> COLORFUL      | <input type="checkbox"/> ACCEPTING     | <input type="checkbox"/> VEXING      |
| <input type="checkbox"/> POLITE        | <input type="checkbox"/> FANCY         | <input type="checkbox"/> STUBBORN      | <input type="checkbox"/> MELLOW      |
| <input type="checkbox"/> LOVABLE       | <input type="checkbox"/> ELABORATE     | <input type="checkbox"/> PROUD         | <input type="checkbox"/> RESOURCEFUL |
| <input type="checkbox"/> NEEDY         | <input type="checkbox"/> FICKLE        | <input type="checkbox"/> HELPFUL       | <input type="checkbox"/> PATRIOTIC   |
| <input type="checkbox"/> SUPERSTITIOUS | <input type="checkbox"/> FORGETFUL     | <input type="checkbox"/> GENEROUS      | <input type="checkbox"/> SPONTANEOUS |
| <input type="checkbox"/> ORNERY        | <input type="checkbox"/> FIERY         | <input type="checkbox"/> STINGY        | <input type="checkbox"/> INQUISITIVE |
| <input type="checkbox"/> COURAGEOUS    | <input type="checkbox"/> FLAMBOYANT    | <input type="checkbox"/> CREATIVE      | <input type="checkbox"/> SINCERE     |
| <input type="checkbox"/> GOOFY         | <input type="checkbox"/> FRIVOLOUS     | <input type="checkbox"/> TECHNICAL     | <input type="checkbox"/> IDEALISTIC  |
| <input type="checkbox"/> FLIRTATIOUS   | <input type="checkbox"/> FRIGHTENING   | <input type="checkbox"/> HARDWORKING   | <input type="checkbox"/> NOSTALGIC   |
| <input type="checkbox"/> DETERMINED    | <input type="checkbox"/> GLOOMY        | <input type="checkbox"/> LAZY          | <input type="checkbox"/> REFLECTIVE  |
| <input type="checkbox"/> SNEAKY        | <input type="checkbox"/> GRACEFUL      | <input type="checkbox"/> RELIABLE      | <input type="checkbox"/> ENVIOUS     |
| <input type="checkbox"/> SECRETIVE     | <input type="checkbox"/> ELEGANT       | <input type="checkbox"/> UNRELIABLE    | <input type="checkbox"/> JEALOUS     |
| <input type="checkbox"/> CAUTIOUS      | <input type="checkbox"/> GREEDY        | <input type="checkbox"/> OPTIMISTIC    | <input type="checkbox"/> MISCHIEVOUS |
| <input type="checkbox"/> ALOOF         | <input type="checkbox"/> GULLIBLE      | <input type="checkbox"/> PESSIMISTIC   | <input type="checkbox"/> MYSTERIOUS  |
| <input type="checkbox"/> ANXIOUS       | <input type="checkbox"/> HATEFUL       | <input type="checkbox"/> RESPECTFUL    | <input type="checkbox"/> PERPLEXING  |
| <input type="checkbox"/> ARROGANT      | <input type="checkbox"/> IMPULSIVE     | <input type="checkbox"/> DISRESPECTFUL | <input type="checkbox"/> GLAMOROUS   |
| <input type="checkbox"/> ASSERTIVE     | <input type="checkbox"/> INDECISIVE    | <input type="checkbox"/> COMPASSIONATE | <input type="checkbox"/> PATIENT     |
| <input type="checkbox"/> STRANGE       | <input type="checkbox"/> IRRATIONAL    | <input type="checkbox"/> SYMPATHETIC   | <input type="checkbox"/> SLUGGISH    |
| <input type="checkbox"/> CLUMSY        | <input type="checkbox"/> NAIVE         | <input type="checkbox"/> EMPATHETIC    | <input type="checkbox"/> ENERGETIC   |
| <input type="checkbox"/> COMPULSIVE    | <input type="checkbox"/> OBSESSIVE     | <input type="checkbox"/> MODEST        | <input type="checkbox"/> ROUGH       |
| <input type="checkbox"/> COWARDLY      | <input type="checkbox"/> POSSESSIVE    | <input type="checkbox"/> IMMODEST      | <input type="checkbox"/> GENTLE      |