

Character Abilities

Special talents, skills, or superpowers your character has. Don't limit yourself to these options, use this list as an inspiration for making up your own.

Skills and Powers

Strength
Stealth
Acute Senses
Deception
Expertise at
Knowledge of
Crafting
Piloting Vehicles
Darkvision
Fireball
Hacking
Deadeye/Marksman
Speak with animals
Create Illusions
Charm Person
Technomancy
Telekinesis
Telepathic message
Walk on Walls
Control Insects
Summon Familiar
Shapeshifting
Fame/Reputation
Connections/Allies

Items

Grappling Hook Gun
Walkie-Talkie
Sentient Rope
Disguise Kit
Forgery Kit
Infrared Goggles
Trampoline
Super Magnet
Spring Shoes
Anti-gravity device
Hoverboard
Truth Serum
Tracking Device
Invisibility potion
Shrinking potion
Chloroform
Pokeball
Smoke Grenade
Catnip
Neuralizer
Clay Golem
Loyal Robot
Wingsuit
Trusty Steed

Character Motivations

(What do you want from this quest? What are your goals?)

Wealth. Respect. Knowledge. Fame/glory/recognition. Revenge. Romance. Humiliate the opponents. Gain skill/experience. Gain power. Get out of this alive. Honor/Ideals - do the right thing. Change the status quo. Impress someone. Redemption, atone for my sins. Escape, leave my past behind. Make new allies. Help/save a friend. Bring justice. Freedom. Acceptance. Rebellion. Ambition. Greed.

Relationships

Use these prompts to establish your relationship to at least one other PC.

Connections

(How do you know each other? What do you think about them?)

Is a sibling of. Was saved by. Served with. Protected by. Adventured with. Is a friendly rival of. Childhood friend of. Is magically bound to. Survived with. Escaped with. Apprentice of. Acolyte of. Idolizes. Drinking buddies with. Business associate with. Is indebted to. Was trained by. On the run with. Relatives. Former co-workers. Old buddies. Partners in crime. Rivals. Romance. Boss and hired hand. Fanboy/Rockstar. Mentor/Apprentice. Former-pirates. Former prisoners. Keepers of ominous secret. Rescuer/rescuee. Reluctant allies. Brains and Brawn. Blood debt. Former enemies that now work together. Bounty hunters. Former soldiers in a losing war. Lord and serf. Ward and protector. Business partners. Former slaves.

Tension

(What do you want from them? Why do they refuse to give it to you?)

Friendship. Obedience. Mentorship. Romance. Respect. Loyalty. Trust. Forgiveness. Support/help. Attention. Protection. Promotion/Raise. Truth. Connections/Influence.