Premise: Character

In this game, 2-7 players will collectively create interesting characters by building on each other's ideas.

Start by picking an interesting setting. Examples: the first Mars colony, West Berlin during the Cold War, a dwarven stronghold, Atlantis. Your characters will live in this setting.

Make sure each player has a blank Character Sheet in front of them. Silently, players simultaneously write down an interesting goal for a character in this setting. Strong goals make for memorable characters.

Next, everyone rotate their sheet to the left, silently read the goal of the new character, and write down 1-3 strengths. Make sure you keep characters internally consistent - avoid contradictions!

This cycle - pass, read, and write - continues until the 'Name' field is filled in. When you create the character's name, also write a short epilogue: did they achieve their goal? What happens next?

After writing the epilogues, take turns introducing your characters to the group. Don't read the sheet verbatim, just summarize what's interesting and let the group know how their goal resolves.

Designed by Randy Lubin
DiegeticGames.com

Goal

Occupation / Role

Strength(s)

Secret(s)

Friend(s)

Foe(s)

Defining Moment(s)

Character's Name

Epilogue

Goal	Goal

Occupation / Role	Occupation / Role

Strength(s)	Secret(s)	Strength(s)	Secret(s)

Friend(s)	Foe(s)	Friend(s)	Foe(s)

Defining Moment(s)	Defining Moment(s)

Character's Name	Character's Name

Epilogue	Epilogue