

Planescape Character Background

Answers will only be visible to the GM

* Indicates required question

1. Full Character Name *

2. Character's Plane of Origin *

Mark only one oval.

- ☐ Prime Material (if you came from a regular world/campaign setting, choose this)
- ☐ The Outlands
- ☐ Sigil
- ☐ Mount Celestia (Seven Heavens)
- ☐ Bytopia
- ☐ Elysium
- ☐ Beastlands
- ☐ Arborea
- ☐ Ysgard
- ☐ Limbo
- ☐ Pandemonium
- ☐ Abyss
- ☐ Carceri
- ☐ Hades (The Gray Wastes)
- ☐ Gehenna
- ☐ Baator (The Nine Hells)
- ☐ Acheron
- ☐ Mechanus (Nirvana)
- ☐ Arcadia
- ☐ Other:

3. Where in your Plane of Origin did you come from? *

eg: If you come from the Prime Material, what planet? If you come from the Outlands, was it a particular Gate Town, or some other location of your own concept?

4. How did your character end up in the Outlands? Where in the Outlands? If you show up later in the campaign (eg: Beastlands), how did you get there? *

5. What was your character's home life like before they joined the party?

6. What motivated your character (or will motive them) to join the party? What are they trying to achieve? *

7. Name one additional short-term, mid-term, and long-term goal for your character; these may be used as hooks for future adventures. *

8. With regards to treasure the party may find along the way, what kinds of gear or items would be most useful for your character?

(Not to be confused with any special mcguffin your character may be after -- this is merely to help me with generating rewards)

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