**NAME:**

What’s your character’s name?

**RACE (CHOOSE ONE):**

* **Bardings:**Followers of King Bard and hardy survivors of Dale.
* **Dwarves of Durin’s Folk:**Stout warriors and craftsmen from under the mountains.
* **Elves of Lindon:**Immortal guardians of Middle-earth’s fading splendor.
* **Hobbits of the Shire:**Humble and small-sized folk with surprising bravery.
* **Men of Bree:**Sturdy and independent dwellers of Bree-land.
* **Rangers of the North:**Mysterious wanderers and exiles of a fallen kingdom with a duty to protect.

**CALLINGS (CHOOSE ONE):**

* **Captain:**A charismatic fighter who leads his fellows in battle.
* **Champion:**A vigorous warrior and weapon-master.
* **Messenger:**A swift courier with a knack for negotiation.
* **Scholar:**A studious, learned individual with knowledge so profound that it approximates magic.
* **Treasure Hunter:**A quick, nimble, and cunning burglar.
* **Warden:**A roaming sentinel who guards against the Shadow.

**NAMES AND LOCATIONS**

*A list of all the important people and locations that feature in your character’s backstory, as well as a brief description of how they’re tied into your character. This provides an easy reference for all of the important bits in your long backstory for you.*

**FULL BACKSTORY**

*The meat and potatoes of your character.*

**CIRCUMSTANCES OF BIRTH/CULTURAL HERITAGE**

*Some characters may have had a unique circumstance of birth. For example, if a character’s mother was an Elvish queen who was discovered to be having an affair with a Human commoner, it would make for an interesting plot hook if the party ends up visiting that kingdom. If the character’s parents or heritage are important to their motivations or personality, it’s worth thinking about; however, it is not necessary for every character concept.*

**EARLY LIFE**

*Childhood is crucial in shaping the way a person thinks and acts. What was their relationship like with their family growing up? If they didn’t have any family, how did they survive? Did they have any friends? Did they attend school? What were their hobbies? How did these experiences form them into the person they are today?*

**MIDDLE/ADULT LIFE**

*If your character is older, they may have spent a bit of their adulthood living an average life before they became an adventurer. This, too, affects a character’s identity, or could be a justification for why they are proficient with certain tools, weapons, etc.*

**INCITING ADVENTURING INCIDENT**

*Every character has to have a reason they started adventuring. Why did they leave behind their life as a civilian and take up the heroic lifestyle? Was their village raided by orcs, and they swore revenge? Did they have a vision from a powerful entity about their destiny?*

**CURRENT MOTIVATIONS AND GOALS**

*Characters must have good reasons to explore the world and engage in dangerous adventures.*

**SUMMARY**

*A one-paragraph pitch of your character concept. Should summarize the character’s life up to this point, mention the inciting incident, and talk about their current motivations for adventuring.*