



Player Project: Week 1

Character Features

THREE WAYS TO ADD TO YOUR PLAYER-CHARACTER



Part One: Picture them in your mind

To play your D&D character, it helps to have a clear idea of what they look like. To figure that out, identify a couple of key aspects about them. That could be their size (perhaps short like a halfling!) and an obvious characteristic or two, such as a mohawk haircut like the gnome on the right.

Common features to focus on ...

* **Size** – how tall are they?;

* **What sticks out?** – Some characters have large facial features, like a big nose like the gnome above, or a tattoo or a thick beard.

* **Something unique** – Many characters possess something valuable to them, like a rabbit's foot or a lucky coin.



YOUR TURN: Write down what your character looks like. Try to get detailed. Color of their eyes? Do they have long hair or short? How about their clothes or jewelry, the latter of which could be from their family or something they found.



(Your answer goes here)

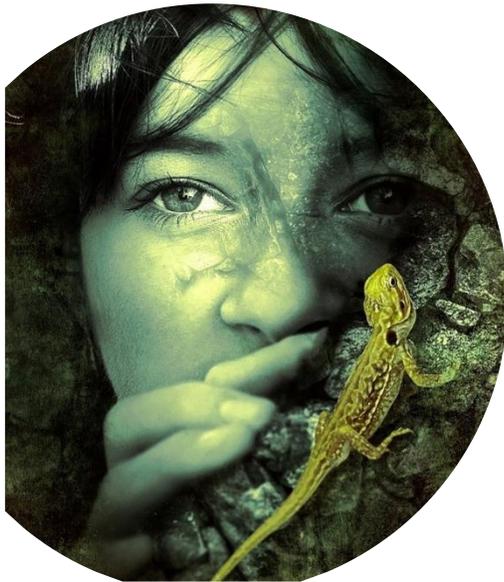
What does your character value and what does it look like? The ranger above shows off her valued possession: an owl.



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➔ Part Two: How do they think and act?

There are two traits you must decide about your character. First, how do they **want** to act? The answer could be: brave. We call this their “ideal.” But people – and your characters – don’t always behave like they should due to fears and strange circumstances. We call this their “flaw.” For example, lets say a rather tall and friendly orc named Orph is a brave adventurer but has a fear of small animals. So Orph is normally fearless except when he sees a spider, which causes him to run away!



What’s your character fear? ... It’s always fun to figure out what your hero would run away. For the boy above, let’s hope he’s not afraid of lizards!

Common ideals and flaws...

IDEALS

-Courageous, truthful, to be a leader, to become rich in coin and magic items, to help all people, to be a champion of nature, to learn as much as possible.

FLAWS

-Curiosity – just has to figure out what that shiny object is!; a desire to become rich; a wish to become immortal (to never die!); doesn’t trust a particular type of person – maybe it’s a wizard or a witch?

YOUR TURN: Write down a trait and at least one flaw for your character. Be as specific as possible!

(Your answer goes here)



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Part Three: Identifying your player-character's history

History, or what has already happened, usually impacts the present and the future ... For example, let's say your character was once surrounded by a pack of wolves in a forest and barely got away. When your character sees a pack of wolves again, they will probably try to run away as soon as possible! So history definitely will play a role in the present and the future for your character. So try to think of at least two events in your character's life that will impact them going forward.

Common history items to focus on ...

- * **Family:** Describe something that happened to your family. This could be a good thing – maybe spending a wonderful summer in an elf's forest home (like at right). Or it could be bad – members of your family got sick by eating a dangerous plant and now you won't eat any vegetables!
- * **Friendship:** Did your character have a special friendship, perhaps with an old forest druid or even a witch of the west?
- * **A special skill:** This needs the Game Master's approval but perhaps you learned a rare skill, like how to use a warhorn to help your allies or how to craft a wooden horse (with strange things called wheels).



YOUR TURN: Write down at least two events that happened in your character's history that will influence them in future adventures and encounters.

(Your answer goes here)