
Character Design Approaches

- Four Methods of Character Generation
 - Party Generation (TPC Episode 44)
 - Character Focused
 - Mechanics Focused
 - Character-Study Focused
- Character-focused generation
 - "Who-What-Why" (Some of these questions may overlap or you may answer in the opposite)
 - Who is your family?
 - What is their current condition?
 - Why did you leave them?
 - Why do you not go back to them?
 - Who are your influences
 - What do they do?
 - What do they have to offer?
 - What enemies have they made?
 - Why do they help you?
 - Why don't they travel with you?
 - Who are your friends?
 - What is their current condition?
 - What are their goals?
 - Why are you with them (PCs)?
 - Why are you not with them (NPCs)?
 - Why do you help them?
 - Who are you?
 - What are your principles?
 - Why are those your principles?
 - What are your goals?
 - Why are those your goals?
 - What are your abilities?
 - Why are these abilities beneficial to your goals?
 - Why have you chosen the path that you are on?
- Mechanics-focused approach
 - "What-Who"
 - What are your abilities?
 - What role do you fill in the group?
 - What is the culmination of this build?
 - Who can you be that would choose this path?
 - Who are you?
- Character generation as an exploration of the human condition
 - "What type of person..?"
 - would choose this path (live by a code)
 - would do these things (charitable, murderer)
 - would want the things they do (greed, lust, power)
 - would experience life in this way (slave, foreigner, opposite gender)