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# Character Design Approaches

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- 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)