

Character Design Sheet - cre8opedia.com

Name

May include title, surname, family name, given name, nickname, pet name, code name, secret name, pseudonym, honorary name, degrees, accreditations, position, role, rank, heraldry, affiliations, town of origin, star system, galaxy, or any other pertinent ID.

Type

May include species, race, path, class, education, work, occupation, profession, bent, aptitude, guild membership, or any other broadly defining elements.

Description

May include physical, emotional, social, and intellectual traits, as well as current state of mind or state of being (ie. are you happy, bitter, melancholic, etc.), defining marks, scars, nuances of movement or speech, manners, flairs, markers of personality, dominant characteristics, telling habits, or any other first or lasting impressions.

Skills, Talents, and Abilities

may include job-related skills, knowledge, proficiency, weapons training, spell casting, natural talents, species-based abilities, strengths, enabling mutations, or any other special powers that make this character potentially heroic (even in a small way).

Idiosyncrasies

may include flaws, poor habits, weaknesses, quirks, idiosyncrasies, oddities, differences, disabilities, obsessions, addictions, drawbacks, losses, twists, perversions, or any other challenges that make this character interesting.

Health

May include state of mental, physical, spiritual, or emotional well being. May include wounds, injuries, ailments, diseases, curses, sores, aches, pains, sniffles, or any other afflictions. May also include current medications, treatments, therapies, prescriptions, concoctions, or other regimens of good health.

Home

May include living arrangements, home details, daily life routines, general relationships, partners, comforts, country or realm of residence, usual plane of existence, starsystem, or other trappings of daily life and normalcy for this character.

Backstory

May include family, social status, emotional or physical scars, baggage, prophecies, debts, disenfranchisement, motivations or anything else that outlines this characters life-so-far.

Alliances

May include friends, allies, an entourage, compatriots, fellows, buddies, mentors, assistants, pals, leaders, coaches, lieges, companions, helpers, supports, benefactors, sponsors, patrons, contributors, diplomatic ties, confidants, or other person or organization on side with this character.

Opposition

May include bitter enemies, political rivals, stalking monsters, evil foes, nagging bosses, long-feuding factions, schoolyard bullies, nasty neighbors, tyrannical overlords, or any person or organization working against or at cross purposes with this character.

Stuff

May include things the character owns, carries, possesses. Could be weapons, money, sentimental items, strange things, powerful icons, magic items, holy items, tools, gear, equipment, armor, spell books, reading books, collections, music, adventuring aids, toiletries or anything else of possible relevance to story or character development.

Notes

May include *anything else* you want to scribble while roleplaying, writing, or planning this character.
