



THE ULTIMATE SESSION ZERO WORKBOOK

SETTING | HOUSE RULES | STORY | ROLEPLAY | PLAYER ROLES
CHARACTER CREATION | GAMEPLAY | PLAYER + DM WORKSHEETS



INK & LYRE



The Ultimate Session Zero Workbook

This workbook will help you, the DM, prepare for your upcoming campaign. Start by filling in the relevant sections before your session zero. Then bring your prospective party members together and follow the step-by-step instructions.

For the thorough adventuring group.

By Ink and Lyre

What is a Session Zero?

A session zero is a meeting with your players to gather ideas and create a game you all will enjoy. You should gather inspiration for the world you will build and establish expectations for the adventure you're about to begin.

Think of this as a brainstorming session. Gather ideas and inspiration. This is collaborative storytelling. Let your players help write the story. Let your players help design the world with you.

To use this workbook, complete **section one** on your own, before the session zero begins. Armed with these basic rules and outlines, invite your friends over and complete **section two**. Finally, print out separate copies of the specified pages in **section three** for each player to write their backstory for this campaign.

SECTION ONE

In this section you're going to establish the basic outline of the world your players will be playing in. Don't worry, you don't need to create any NPCs or story lines here, but rather consider the big picture of your game and the established lore you wish to make cannon. We'll start with the biggest question.

Will you be using a pre-written setting or a homebrew setting?

Homebrew

Running a campaign with a Homebrew setting can be extremely rewarding and an incredible experience with your players. You get to experience a story no one else will ever know and that is wonderfully unique to TTRPGs. If this seems like fun to you, consider the following questions more of a guideline than a hard and fast rule.

Pre-written Adventure or Setting

Forgotten Realms, Eberron, The Sword Coast, or even Ravnica are all wonderful Wizards of the Coast settings for Dungeons and Dragons. However, you may be embarking on a Pathfinder, Starfinder, or one of the many indie developed settings. If so, find your setting and familiarize yourself with it enough to answer the following questions.

Your game's pantheon.

Who are the gods and goddesses in your game? What key information do you need to point out about them? Ex: Two of the gods are currently fighting for power in your setting. Work with you players to develop gods for PCs interested in being clerics, paladins or warlocks in your game. Feel free to develop this yourself or brainstorm ideas with your players! If this is a pre written setting, examples could include the Dawn War or Dark Six pantheons. The options are limitless.

The Lore, Legends, and History

There's no need to write a novel, but what are some key moments in your setting's history? Try to think of this section like a bullet list to sum up important past and present events. Ex: The Divide (Two Kingdoms at War divided the continent in two). What are the events that helped shape this world? Did a surge of magical energy spark "The Age of Arcana"? The possibilities are limitless. Prewritten adventures include this information and it's important to make note of it here.

Laws and Justice

While creating a sense of 'order' in your game, laws help provide context to parts of the story. It also sets up plot hooks for how the game could adapt to your player's decisions. Feel free to develop this yourself or brainstorm ideas with your players! The rules and regulations could vary widely from country to country or city to city.

EX: Magic is forbidden in a neighboring city. All violators are imprisoned for life. Why? The ruler of this city's wife was murdered by a spellcaster, the murderer never found. So, he imprisons all.

The Map

We strongly recommend providing a map of the world to your players. It should outline the major areas of the world as potential starting locations for the campaign. If you are playing in a homebrew campaign, try to think of what sounds interesting to you, but leave room for your players to contribute. You may find that you need to create a whole elven city for your druid! List your most interesting places here and be prepared to tell your players about them.

DM TIP! Here are some resources to mapmaking software that will easily help bring your homebrew campaign to life!

INKARNATE - Perfect for world maps and city maps

ASTRAL TABLETOP - Perfect for quick encounter/battle maps

Holidays/Traditions

What are the unique holidays or traditions that take place in your setting? This can be a nice layer of immersion to bring to your players. It also builds anticipation that they'll get to participate in this later in the game. Feel free to develop this yourself or brainstorm ideas with your players!

Factions and Organizations

Factions and organizations are often the driving force of an adventuring party. These groups pay adventurers, influence the politics of the world, and often provide aid in dire situations. Become familiar with the organizations in your setting and be open to players who want to engage with them as a background.

Magic

Magic often becomes so common for adventurers that they hardly even marvel at it. However, that is not always the case for those around them. Consider how prevalent magic is in your world and what sorts of new laws or regulations are needed to control it.

HOUSE RULES EXAMPLE

Here is an example of some house rules you might implement in your own game.

Have fun! If it's not fun, there's no point.

Only one form of Metagaming officially banned.

Advice during combat. Once Initiative starts, advice between party members is prohibited. Two reasons: 1. During combat, there's not enough time to give advice, you're worried about the monster staring you down in the face. 2. When it's their turn, it's their time to shine. We should all respect that. Breaking of this rule will result in the loss of your bonus action on your next turn. This will help us speed up combat.

As a bonus action, you can initiate any skill check.

Healing word does not work on unconscious targets.

If they can't hear you, they can't heal.

The following rules apply to Natural 20 rolls.

- Double everything, dice and bonus, this makes it even more valuable and prevents a weak Critical hit.
- On saving throws, if you would normally take half damage, you take no damage.
- Normally, auto-success only applies to attack rolls and saving throws. If it couldn't succeed, then why would we roll?

The following rules apply to Natural 1 rolls.

- On saving throws, if you would normally take full damage, you take double damage.
- Normally, Natural 1's can be overcome with expertise, inspiration, or reliable talent. If you couldn't fail, we wouldn't roll.

Outside of combat, a Natural 1 will almost always result in the action becoming impossible moving forward.

Ex: Lockpicking, social encounters, bargaining, etc.

Most importantly, Rule of Cool.

The cooler it is the more likely it is to work, rules will be bent and rarely broken to accommodate.

Flanking

If you are in melee with an enemy, you must be flanking at the start of your turn to gain its benefits. Huge or larger creatures cannot be flanked.

Player Vs. Player Conflict

You can't simply attack a party member because they spoke poorly about your character's god or if they have made a mistake that goes against your character's alignment. No one enjoys the death of a character they've poured their heart and soul into. If PVP conflict occurs or is anticipated to occur, the player seeking to initiate confrontation must speak with BOTH the DM and the character subject of the confrontation. BOTH players MUST have a PVP conversation beforehand and BOTH MUST agree that they'd be willing to die over the conflict.

Mobile Phones

Be respectful to the story and to our game. No mobile phones at the table.

SECTION TWO

You've done the hard work. Now it's time to sit down with your friends and plan for your game! To use this section, begin by revealing your setting, world, and rules to the players. Next, start "Building Our Story" on Pg. 11 of this workbook and take notes on your players answers. You can use this space underneath for additional note taking.

Building Our Story

This is collaborative storytelling, which means it's our story. As the DM, you want to make sure your players are captivated by the story. In this section, determine what your players like. Let those types of narratives shine, and give everyone a story they will love.

ASK EACH OF YOUR PLAYERS THESE QUESTIONS. MAKE SURE YOU NOTE WHO SAYS WHAT. THIS IS A GREAT OPPORTUNITY TO PULL THEIR BACKSTORY INTO A NARRATIVE THEY LIKE.

If you could place yourself in the role of one of your favorite movies or books, which role would it be and why?

Ex: "Luna Lovegood from Harry Potter. She is whimsical, courageous, and intriguing!"

DM NOTE: This question helps brainstorm ideas for character origin/backstories and what challenges this player may face.

What types of stories would you like to see in our campaign?

Ex: "I love the horror genre! The Shining is my favorite horror story. I'd love to experience horror like that in my game!"

DM NOTE: This question helps brainstorm ideas for adventure hooks, side quests, and over arching plot story.

Give me some examples of your favorite films, books, and games. Why do you like them so much?

Ex: "I love The Witcher! It's the perfect mix of political drama and adventure that I am looking for"

DM NOTE: Non-fantasy genres are an appropriate answer here as well.

Give some examples of some villains you detest/love from film, books, or games.

Ex: "Joffrey from Game of Thrones. He was the absolute Worst! I love the Joker from Batman! He's chaotically evil, but the way his story and Batman's story mixes is interesting. They are the same but also polar opposites."

DM NOTE: If you can build a villain your players will truly hate, it will make their demise all the more satisfying! It's important to note that your villain's character traits and acts are detestable. Never make your villain 'detestable' mechanically. This question helps brainstorm ideas for subplot villains and the big bad.

Creating a Party

Use this section to build a cohesive party. Sometimes, an all Bard party can be fun, but most adventuring groups are versatile and diverse. Work step-by-step to build a party with synergy.

Which alignment is not allowed in this group?

We recommend choosing one side of the alignment system to ban. Usually this means Evil or Good but could extend to the societal alignments as well. You could ignore this, but it can be difficult to keep everyone on the same page if murder is ok for one character and explicitly forbidden for another.

Are there any restrictions your players can expect in your game? (Race? Class? Etc.)

Often your setting will dictate what races and classes are available to your players, but sometimes the story calls for the banning of a particular race or class. Ex: Elves in your homebrew world have been extinguished outside of the Feywild, or the Arcane college was abolished 1000 years ago and Wizardry was lost to us. We generally do not recommend doing this unless there is a relevant storyline purpose for the exclusion.

Rolling Up Characters

We recommend only rolling up initial stats during session zero. This is very helpful for new players, as they will have a lot of questions about character creation and where to distribute stats. It also keeps everyone open and honest. In our game, we roll 4d6, dropping the lowest score each time and place those numbers into any ability slots we choose.

Party Make-Up

Each party is unique and different. Any combination of classes can be effective in your game. As the DM, it's your job to make that true. As a general rule in TTRPGs, there are three roles your players take in combat and three roles they can take out of combat. A successful party will have adventurers who can excel in all six areas.

DM Tip: Any class in 5th Edition Dungeons and Dragons can fill any of these roles.

In Combat

- *Tank (I take damage)*
- *DPS (I do damage)*
- *Support (I heal)*

Out of Combat

- *Exploration (I find things)*
- *Social (I talk to people)*
- *Preparation (I give us an advantage)*

The Game

Be sure to set expectations and explain the more technical aspects of the game you plan to incorporate.

Let's pick the top 5 gameplay features your group would like.

Have all your players vote and choose together. This ensures your players are comfortable!

- | | | | |
|---|--|---------------------------------------|---|
| <input type="checkbox"/> SERIOUS | <input type="checkbox"/> HEAVY BACKSTORY | <input type="checkbox"/> ROMANCE | <input type="checkbox"/> HEAVY HOMEBREW |
| <input type="checkbox"/> HEAVY ROLEPLAY | <input type="checkbox"/> STRICT | <input type="checkbox"/> EMOTIONAL | <input type="checkbox"/> ROLEPLAY CHAT |
| <input type="checkbox"/> HEAVY COMBAT | <input type="checkbox"/> DIFFICULT | <input type="checkbox"/> HEAVY SOCIAL | |
| <input type="checkbox"/> LAID BACK | <input type="checkbox"/> EASY | <input type="checkbox"/> SLOW PACED | |
| <input type="checkbox"/> COMEDIC | <input type="checkbox"/> WORLD POLITICS | <input type="checkbox"/> FAST PACED | |

Leveling up

- MILESTONE XP OTHER

Will you use encumbrance?

- YES NO

What level are your players starting at?

When and where will your game sessions take place?

What consequences and expectations for cheating?

How long will your sessions last? What works with everyone's schedule?

What are the expectations for crafting and downtime?

When scheduling conflicts occur, who will run absent characters? DM or Players.

Player Roles

The DM does A LOT, and it can be overwhelming juggling so many different roles. It can be nice to have players step in and help with the more technical aspects of the game. It keeps the game running smoothly and keeps everyone immersed!

Would any player like to volunteer to run the initiative tree?

This is an optional aid role.

Would any player like to volunteer to run the conditions tracker?

This is an optional aid role. Ex: Keeping track of concentration, poison, paralyzation, etc.

Would any player like to be the official quest notetaker?

This is an optional aid role. All players may wish to take notes, but you may want to have one person keep track of all major notes during the campaign.

Roleplay

Make sure to establish how roleplay will work within your game. How in-depth will your roleplay be? Newer players may not be as comfortable with roleplay, as veteran players.

DEFINE COMFORT LEVEL

EX: Some players are uncomfortable with PC romance in their game. Ask what they are and aren't comfortable with.

ESTABLISH OFF-LIMIT TOPICS

We are friends, and we are here to have fun. Establishing off-limit topics keeps the game fun and your players happy.

CHAT ROLEPLAY?

Some games utilize chat roleplay when away from the table. This is a great opportunity to provide rich roleplay to characters that tend to shy away from at-the-table roleplay as well as extend the game when you're not 'in-session'. This is also great for 'whispers' during a session or giving your players the freedom to initiate roleplay with other characters and build those relationships.

VOICE ACTING

More skilled players may be very comfortable with voice acting. New players might find this jarring. It's good to establish the level of depth your group may bring to the table. Do all players hope to voice act? Will only the DM voice act? No voice acting at all?

PLAYER INTERACTION AND RESPONSES

Should players always respond in 'first person' as their character? Should players respond in 'third person'? No preference? Establishing this will help to prevent players breaking immersion.

If utilizing Chat Roleplay away from the table, what platform will you use?

Slack? Facebook Messenger? Text Messaging? Ink and Lyre uses Slack for our Chat Roleplay. It has a Dice Roller integration that allows your players to make dice rolls right in chat! If your group will utilize chat roleplay, session zero is a great time to go ahead and install, invite, and set up your player's chat application.

SECTION THREE

Congratulations! You've completed your session zero! Hopefully you have a set schedule, a cohesive party, and players who can't wait to adventure together. Now all that's left is to help your players develop their characters. This portion of the worksheet is the most important because intriguing characters drive great stories. To use this section, print (or e-mail) pages 21-25 for your players and let them consider the questions on their own time. Then complete Pg 18 (One copy for each player) as a reference for yourself when writing the campaign.

WORKSHEET FOR THE DM

*This worksheet is for the **DM's eyes only**. Use this sheet to brainstorm deeper backstory origin game narrative ideas from what each of your players express, list, and select on their own worksheets. This will help you develop individual character plot points that will later be revealed in the game. You should have a separate worksheet for each of your players. Ask questions, take notes, and listen to your players. This portion is about listening and being inspired by what excites them. You want your players to be excited about their story.*

Character

RACE

ALIGNMENT

CLASS

STARTING LOCATION

KEY NPC OR FACTION

How does this character fit into your setting?

QUESTION KEY

*This key is for the DM's eyes only! Use this key to help understand how the questions and answers given on the **Character Worksheet** pages can be used in your campaign development and how to use them to brainstorm character backstory developing plot points in your game.*

What does your character look like? Generic Description.

It can be nerve-racking for a player, new or old, to be put on the spot to describe their character for the first time. This question is a great opportunity to help develop a thorough character description before the first session and builds confidence.

What are 1-2 unique appearance/clothing traits your character has?

Our players want their characters to feel unique, one-of-a-kind, and special! This question helps develop one-of-a-kind memorable traits that help their character feel more 'real'. This is also a great way to work with your player and pull in backstory/origin information. Encourage choosing a feature that foreshadows their background

Backstory Ex: A character that wears a unique strand of seemingly random objects on their belt. Why? They are mementos from every individual they've killed from members of a cult that murdered their family.

Plot/Arcs Ex: The character finds an object on one particular kill they know belongs to one of their childhood friends. As the plot thickens, they find out this friend is the reason behind the demise of the character's family.

What does your character love/prefer?

Knowing what a character loves allows you to introduce love interests, build friendships between player characters, and introduce preference based plot points.

What does your character hate/dislike?

Knowing what a character hates/dislikes helps you build the perfect villain for your PCs. This answer helps you create unique situations your characters may have to overcome and helps bring your PCs closer together.

Does your character have any hobbies?

This is a great way to encourage ideas and reward creativity! You might have a player that knows a lot about car engines and they want to have their character build a clockwork mechanism. A player that's an avid gardener may want to mix plants to create poisons. Reward their passions and creativity! Let them contribute to the story with the things they love in real life!

Why is your character adventuring?

This is a big plot generating question that will tie in to their major character storyline. Try to get them to be as detailed and thorough as possible with this one.

Do you have a hidden past? Running from something? Secrets?

Secrets are wonderful to have, but nothing builds a stronger bond between good friends than coming clean, trusting in a friend, and confiding. Secrets are the currency of intimacy and are perfect for building PC bonds. It's highly recommended that these secrets don't stay secrets for too long.

What are your flaws and weaknesses?

With great power, comes great responsibility. These answers are great for developing encounters and situations that test your players. What in your player's backstory would make them have these traits?

QUESTION KEY CONT.

What are your character's motivations?

Knowing a PC's motivations help you as the DM develop adventure hooks your PCs will be interested in. If they are motivated by money, large sum bounties will most likely intrigue them.

Where are you from?

Where a character is born/grew up gives other players insight into the knowledge they might have. It also helps you, the DM, come up with unique locations for each character and unique story arcs you could create in each location.

What is your anchor?

Unless you are chaotically evil, every character needs an anchor. Something that keeps them 'anchored' or 'stable' emotionally and mentally. Even Chaotic Neutral characters have anchors. This tends to help with those 'murder hobo' players. Anchors can be used to help rein players in when needed and also give them plot moving motivations. Examples could include a Monk's monastery, Rogue's, Guild, or a parent or mentor.

Why is your character their chosen class?

This question helps you brainstorm and create specific class related interactions pertaining to that specific player character.

Ex: A warlock may have obtained a fiend patron to save the one they love at the cost of their memories. They now serve this fiend patron never knowing completely why, but they search for a way to restore their memories. This in itself is a whole narrative arc that can be pursued by the group.

Which characteristics would you associate with your character?

It can be difficult to step outside of yourself when developing a character. This thorough checklist helps create 'guidelines' for character personality that your players can follow. It also helps you gain insight on how to bring the group together through roleplay and social interactions.

CHARACTER WORKSHEETS

Use this worksheet to create the background for your character in this game. Consider the setting, flavor, and goals of the party when developing your character. Remember, the more you put into this background now, the more your DM can incorporate you into the main story line.

Character _____

RACE

ALIGNMENT

CLASS

What does your character look like? (Generic Description)

Hair, skin, eyes. Any specific racial features? What clothes are they wearing? This is great time to really brainstorm defining features for your character. Be prepared for your character introduction. Don't be afraid to shine! It can be nerve-racking trying to come up with traits on the fly when the DM asks you what your character looks like for the first time at the table in front of the group. Feel free to reference back to this section during your character's grand entrance.

What are 1-2 unique appearance/clothing/quirks your character has?

These are VERY unique defining characteristics. You want these to be stark and memorable. Try to foreshadow your backstory with these traits and invite other PC's to ask about them. Think of your favorite characters from film, books, TV, etc. You'll notice that each of those characters have unique qualities that make them memorable.

Ex: Jack Sparrow has a unique walking gait. Yennifer has captivating amethyst eyes. Perhaps your character has a very purposeful stark tattoo that encapsulates them from head to foot. Maybe they speak to their sword from time to time. These features should make players want to ask questions!

CHARACTER WORKSHEETS | CONT.

What does your character love/prefer?

Everyone has likes and dislikes. When utilized in roleplay, it makes your character feel more real! These also present great roleplay opportunities in your game and with your fellow players.

Ex: A character only having a taste for wine. Perhaps you have a character that prefers to sleep on the floor or can't help but dance every time a lutist begins a tune.

What does your character hate/dislike?

We all have something that just really grinds our gears. Your character should have that thorn in their side as well. Be careful, it could be conflicting if another PC is roleplaying something you hate.

Ex: Your character is terrified of water, afraid of spiders, or can't stand acapella singing. Perhaps they prefer to sleep in the woods vs the hustle and bustle of the city.

Does your character have any hobbies?

Hobbies pass the time when you journey across the land. They can also be helpful in aiding our allies, building relationships, and even passing a skill check!

Ex: Your character is a bit of a botanist. They collect plants and press them into their journal. Their knowledge of plants give them insight into rare plant made poisons as well as healing herbs.

CHARACTER WORKSHEETS | CONT.

Why is your character adventuring?

The age-old question of DnD! What made your character leave to become an adventurer. This is perhaps one of the most important questions. Think of your character's goals and motivations while brainstorming.

Ex: Your family farm was burned to the ground. So, you now spend your days hunting down the assailants that took everything from you.

Do you have a hidden past? Running from something? Secrets?

Secrets are the currency of intimacy. We all have them and revealing a secret is a great way to grow closer to other players. Be aware of the gravity of your secret, if it's something that informs your personality or behavior, the sooner you get that out in the open, the better.

Ex: You were asked to assassinate the mayor. you didn't know why, but you did and its haunted you ever since.

What are your flaws and weaknesses?

No one is perfect. Our flaws and weaknesses make us unique. When we are at our worst because of them, our friends are able to step in and be the support we need. Think of your character backstory. What in your backstory would define these flaws and weaknesses? Did your house burn down? Is that why you fear fire? Flaws are an opportunity for your character to grow, develop, and change.

Ex: Your character plays it tough. They are intimidating, bulky, and terrifying. You once finished a bandit in the most ferocious way possible. Yet, you can't help but melt in the presence of field rabbits.

CHARACTER WORKSHEETS | CONT.

What are your character's motivations?

What drives your character's decision making? What shapes their goals? What do they want out of life?

- | | | | |
|---------------------------------------|---|--|---|
| <input type="checkbox"/> LOVE | <input type="checkbox"/> KNOWLEDGE | <input type="checkbox"/> SELF-PRESERVATION | <input type="checkbox"/> POLITICAL CHANGE |
| <input type="checkbox"/> GUILT/REGRET | <input type="checkbox"/> REVENGE | <input type="checkbox"/> ACCEPTANCE | <input type="checkbox"/> OTHER |
| <input type="checkbox"/> FAMILY | <input type="checkbox"/> REDEMPTION | <input type="checkbox"/> PIETY/ RELIGION | |
| <input type="checkbox"/> POWER | <input type="checkbox"/> FIND WHAT YOU LOST | <input type="checkbox"/> RESTITUTION | |
| <input type="checkbox"/> GREED | <input type="checkbox"/> FRIENDSHIP | <input type="checkbox"/> CHANGE | |

Where are you from?

Your DM will help you with a specific location after you select from the list below. You don't HAVE to limit yourself to one. You may select more than one when relevant. EX: Tower + Swamp or Castle + Sewers (HOW INTERESTING!). These answers will lend to your childhood and how you may have grown up. NOTE: You need to be able to rationalize and connect this to your other answers.

- | | | | |
|--|--|-------------------------------------|--|
| <input type="checkbox"/> MOUNTAINS | <input type="checkbox"/> LIBRARY | <input type="checkbox"/> TEMPLE | <input type="checkbox"/> THIEVES HIDEOUT |
| <input type="checkbox"/> CITY NOBLE | <input type="checkbox"/> ISLAND | <input type="checkbox"/> AIRSHIP | <input type="checkbox"/> SMITHY |
| <input type="checkbox"/> CITY SLUMS | <input type="checkbox"/> CIRCUS | <input type="checkbox"/> ARENA | <input type="checkbox"/> TANNER |
| <input type="checkbox"/> SEWERS | <input type="checkbox"/> SHIP AT SEA | <input type="checkbox"/> CLIFFS | <input type="checkbox"/> TAILOR |
| <input type="checkbox"/> BAYOU | <input type="checkbox"/> FEYWILD | <input type="checkbox"/> TUNDRA | <input type="checkbox"/> COOK |
| <input type="checkbox"/> SWAMP | <input type="checkbox"/> ANOTHER PLANE | <input type="checkbox"/> CATHEDRAL | <input type="checkbox"/> ALONE |
| <input type="checkbox"/> FOREST DARK | <input type="checkbox"/> RACIAL | <input type="checkbox"/> JAIL | <input type="checkbox"/> ENCHANTED |
| <input type="checkbox"/> FOREST | <input type="checkbox"/> ORPHANAGE | <input type="checkbox"/> VOLCANO | <input type="checkbox"/> CURSED |
| <input type="checkbox"/> CAVE | <input type="checkbox"/> SEASIDE | <input type="checkbox"/> SHOP | <input type="checkbox"/> KIDNAPPED |
| <input type="checkbox"/> SMALL TOWN | <input type="checkbox"/> DESERT | <input type="checkbox"/> BAKERY | <input type="checkbox"/> BARRACKS |
| <input type="checkbox"/> PLAINS | <input type="checkbox"/> CARAVAN | <input type="checkbox"/> MINE | <input type="checkbox"/> OTHER |
| <input type="checkbox"/> FARM | <input type="checkbox"/> NOMADIC | <input type="checkbox"/> VILLAGE | |
| <input type="checkbox"/> UNDERDARK | <input type="checkbox"/> THEATER/OPERA | <input type="checkbox"/> TRIBE | |
| <input type="checkbox"/> CASTLE | <input type="checkbox"/> TAVERN | <input type="checkbox"/> UNDERWATER | |
| <input type="checkbox"/> TOWER | <input type="checkbox"/> JUNGLE | <input type="checkbox"/> MONASTERY | |

What is your anchor?

Unless you are chaotically evil, every character needs an anchor. Something that keeps them 'anchored' or 'stable' emotionally and mentally. Even Chaotic Neutral characters have anchors. Examples could include a Monk's monastery, Rogue's, Guild, or a parent or mentor.

CHARACTER WORKSHEETS | CONT.

Why is your character their chosen class?

Is your character a cleric because your deity saved your sibling from certain death? Is your character a rogue because their parents were the head of the thieves guild?

Which characteristics would you associate with your character?

Which adjectives would you associate with your character. Use these adjectives to define their personality. This will help you 'hear' and visualize their persona. If you can, try to limit yourself to 10.

- | | | | |
|--|--|--|--------------------------------------|
| <input type="checkbox"/> KIND | <input type="checkbox"/> CRASS | <input type="checkbox"/> PRESUMPTUOUS | <input type="checkbox"/> HUMBLE |
| <input type="checkbox"/> SELFISH | <input type="checkbox"/> CRUDE | <input type="checkbox"/> QUIRKY | <input type="checkbox"/> PRETENTIOUS |
| <input type="checkbox"/> THOUGHTFUL | <input type="checkbox"/> CRUEL | <input type="checkbox"/> MESSY | <input type="checkbox"/> INSECURE |
| <input type="checkbox"/> SELF-CENTERED | <input type="checkbox"/> DISHONEST | <input type="checkbox"/> CLEAN | <input type="checkbox"/> CHEERFUL |
| <input type="checkbox"/> BOLD | <input type="checkbox"/> HONEST | <input type="checkbox"/> SUPERFICIAL | <input type="checkbox"/> COMPLEX |
| <input type="checkbox"/> TIMID | <input type="checkbox"/> LOYAL | <input type="checkbox"/> PERSISTENT | <input type="checkbox"/> MOODY |
| <input type="checkbox"/> AWKWARD | <input type="checkbox"/> DISLOYAL | <input type="checkbox"/> FORGIVING | <input type="checkbox"/> BROODING |
| <input type="checkbox"/> IMPATIENT | <input type="checkbox"/> DISOBEDIENT | <input type="checkbox"/> ARTICULATE | <input type="checkbox"/> CURIOUS |
| <input type="checkbox"/> LOUD | <input type="checkbox"/> EGOCENTRIC | <input type="checkbox"/> FOCUSED | <input type="checkbox"/> CHARMING |
| <input type="checkbox"/> QUIET | <input type="checkbox"/> MONOCHROMATIC | <input type="checkbox"/> REASONABLE | <input type="checkbox"/> ALLURING |
| <input type="checkbox"/> RUDE | <input type="checkbox"/> COLORFUL | <input type="checkbox"/> ACCEPTING | <input type="checkbox"/> VEXING |
| <input type="checkbox"/> POLITE | <input type="checkbox"/> FANCY | <input type="checkbox"/> STUBBORN | <input type="checkbox"/> MELLOW |
| <input type="checkbox"/> LOVABLE | <input type="checkbox"/> ELABORATE | <input type="checkbox"/> PROUD | <input type="checkbox"/> RESOURCEFUL |
| <input type="checkbox"/> NEEDY | <input type="checkbox"/> FICKLE | <input type="checkbox"/> HELPFUL | <input type="checkbox"/> PATRIOTIC |
| <input type="checkbox"/> SUPERSTITIOUS | <input type="checkbox"/> FORGETFUL | <input type="checkbox"/> GENEROUS | <input type="checkbox"/> SPONTANEOUS |
| <input type="checkbox"/> ORNERY | <input type="checkbox"/> FIERY | <input type="checkbox"/> STINGY | <input type="checkbox"/> INQUISITIVE |
| <input type="checkbox"/> COURAGEOUS | <input type="checkbox"/> FLAMBOYANT | <input type="checkbox"/> CREATIVE | <input type="checkbox"/> SINCERE |
| <input type="checkbox"/> GOOFY | <input type="checkbox"/> FRIVOLOUS | <input type="checkbox"/> TECHNICAL | <input type="checkbox"/> IDEALISTIC |
| <input type="checkbox"/> FLIRTATIOUS | <input type="checkbox"/> FRIGHTENING | <input type="checkbox"/> HARDWORKING | <input type="checkbox"/> NOSTALGIC |
| <input type="checkbox"/> DETERMINED | <input type="checkbox"/> GLOOMY | <input type="checkbox"/> LAZY | <input type="checkbox"/> REFLECTIVE |
| <input type="checkbox"/> SNEAKY | <input type="checkbox"/> GRACEFUL | <input type="checkbox"/> RELIABLE | <input type="checkbox"/> ENVIOUS |
| <input type="checkbox"/> SECRETIVE | <input type="checkbox"/> ELEGANT | <input type="checkbox"/> UNRELIABLE | <input type="checkbox"/> JEALOUS |
| <input type="checkbox"/> CAUTIOUS | <input type="checkbox"/> GREEDY | <input type="checkbox"/> OPTIMISTIC | <input type="checkbox"/> MISCHIEVOUS |
| <input type="checkbox"/> ALOOF | <input type="checkbox"/> GULLIBLE | <input type="checkbox"/> PESSIMISTIC | <input type="checkbox"/> MYSTERIOUS |
| <input type="checkbox"/> ANXIOUS | <input type="checkbox"/> HATEFUL | <input type="checkbox"/> RESPECTFUL | <input type="checkbox"/> PERPLEXING |
| <input type="checkbox"/> ARROGANT | <input type="checkbox"/> IMPULSIVE | <input type="checkbox"/> DISRESPECTFUL | <input type="checkbox"/> GLAMOROUS |
| <input type="checkbox"/> ASSERTIVE | <input type="checkbox"/> INDECISIVE | <input type="checkbox"/> COMPASSIONATE | <input type="checkbox"/> PATIENT |
| <input type="checkbox"/> STRANGE | <input type="checkbox"/> IRRATIONAL | <input type="checkbox"/> SYMPATHETIC | <input type="checkbox"/> SLUGGISH |
| <input type="checkbox"/> CLUMSY | <input type="checkbox"/> NAIVE | <input type="checkbox"/> EMPATHETIC | <input type="checkbox"/> ENERGETIC |
| <input type="checkbox"/> COMPULSIVE | <input type="checkbox"/> OBSESSIVE | <input type="checkbox"/> MODEST | <input type="checkbox"/> ROUGH |
| <input type="checkbox"/> COWARDLY | <input type="checkbox"/> POSSESSIVE | <input type="checkbox"/> IMMODEST | <input type="checkbox"/> GENTLE |

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