

Roleplaying Questions – Shadow of the Demon Lord

By answering the following roleplaying questions as if you were your character, you can get a sense of how your character thinks and behaves, and what your character believes.

Relationships

How do other people make you feel? Do you like being the center of attention? Do you make friends easily? When it comes to you, is there such a thing as a stranger? Or are you uncomfortable in large groups? Do you prefer to keep to yourself or a close circle of friends? What sorts of people do you enjoy most? Do you like other outgoing people, or do you prefer quiet, more insular types? What kinds of people do you avoid? Who are your friends? Who are your enemies?

Values

Name one thing you value most. Then name one thing you could lose. The things you value or don't value could be ideals such as love, honor, or charity, connections to other people such as friends and family members, or physical things—a prized weapon, an heirloom, or a token of love. Thinking about the thing you value most, what makes it important to you? To what lengths would you go to secure it, keep it, or attain it? For the thing you value least ... Why is it not important to you? How easily would you surrender it?

Fear and Loathing

Everyone fears something. What do you fear? The source of your fear could be a situation. You might fear being alone or being powerless. It could also be a physical thing such as spiders, snakes, or demons. Why does this fear have power over you? How do you control your fear when you confront it? What do you hate? The source of your fear could be the same thing you hate, especially if the fear is a constant concern. Like fears, hatreds can apply to big concepts such as tyranny, slavery, injustice, and suffering. Or it might be a person or organization. Think about a reason for why you hate the thing you do. Has it affected you directly? Have you suffered from it? Or does the hatred reflect one of your ideals?

Secrets

You have at least one secret. What is the one thing your character knows and knows alone? Then, come up with a secret known only to you and maybe one or two others. Share your secret with the Game Master, as this information could be important to a future adventure.

Achievements

Did you do something notable? How do you feel about it? Do you share it with others or do you keep it to yourself?

Authority

Do you prefer to be in charge? Do you like making decisions or are you content to let others decide? Deciding how you feel about authority will affect how your character fits into the group.

Obligations and Responsibility

Do you follow through on your promises? Do you complete tasks that come to you as soon as you can or are you given to delay and procrastination? Do you feel guilty when you don't live up to your obligations?

Good and Evil

Is the world sharply divided into good and evil? Or is it all just shades of gray? Where do you fall? Do you help others, act without considering your needs, or give of yourself all that you can? Or do you fulfill your own needs first, exploiting others when necessary to advance your position?

Ten Questions – Warhammer 4ed

One useful technique for creating an interesting background for your Character is to answer a series of questions about them here are ours! If any of these questions make you want to change something about the character you've created so far... do so!

Where are you from?

Do you come from a bustling town, or a sleepy village? Perhaps your childhood was spent on a remote farmstead, or maybe you called the winding back alleys of city home? Do you hail from a deep mountain hold, or were your days spent threading the roads and riverways, always on the move?

What is your family like?

It may take a village to raise a child, but it's your kin who do the heavy lifting. What were your parents' occupations? Are they still alive? Do you have any siblings? Were you close, or were you constantly at one another's throats? Grandparents? Nephews, nieces, cousins? Children, even? Does your family approve of your career choice? Are they proud of you, or are you a stain on your family's honor?

What was your childhood like?

Was your family home full of love, or was it a cold, inhospitable place? Were you coddled, or did you have to fend for yourself? Were you educated, and if so, by whom: a tutor, a family member, a village school, or the local priest? Were you trained in the family business, or were you sent from home, fostered elsewhere, or raised in an orphanage?

Why did you leave home?

Do you still live in your childhood home, or did you leave? If so, when? Were you drawn by the promise of excitement of life in the big city? Are you in search of riches, or renown? Are you running from something, or trying to find meaning or purpose in your life?

Who are your best friends?

While you cannot choose your family, your friends are another matter entirely, and you can tell a lot about someone by the friends they keep. Do you have any friends from childhood? Or friends you've made since leaving home? What do you do together? Drink? Gamble? Debate? Are your allies in your party your best friends? Or do you eschew civilized company in favor of a loyal pet?

What is your greatest desire?

What is the fire that burns in your heart? Your Ambitions may be your chief goal, but ambitions are often prosaic or banal. If you could have anything, anything at all, what would it be?

What are your best and worst memories?

We are the sum of our experiences; they shape and mould us, forging us anew. What are your most treasured memories? An afternoon of glorious summer sunshine? A passionate kiss, while huddling from rain, beneath sheltering boughs? A victory scored in a battle of wits or brawn? And what are your less fond recollections? A painful humiliation? A scheme thwarted? The end of a long-term partnership, romantic or business? The hatred, disdain, or, worse, disinterest of your peers?

To whom, or what, are you loyal?

Will you protect your friends above all, or are the ties that bind you to your clan, kinfolk, or partner stronger than iron? Or are you a pious soul, dedicated above all to your god? Or are you loyal to your community, to Reikland, the Empire... or just to yourself?

Why are you adventuring?

And this is the big one: why are you a player character, and not just another citizen of the Empire. Why are you adventuring? Have you consciously chosen a life of adventure? Are you seeking out the enemies of the Empire, or a big pay day? Or was this life thrust upon you, against your will. Are you seeking justice, or vengeance, or is your adventuring life nothing more than a fight to clear your name, or survive your enemies?