

# ALL-STAR PLAYER CHARACTER



Name: \_\_\_\_\_

## Personality Traits

Write down one, two, or three personality traits. The first one is the most dominant, followed by the others (if you have more than one). I would suggest you have at least one positive and one negative trait.

Most Dominant

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## History Hooks

Past events are in the past, but that doesn't mean that they can't come back around (especially if they might bite you in the butt). History Hooks can easily and instantly flavor or feed the plot at any time. A player character should have two History Hooks: one that is significant and one that is *seemingly* insignificant.

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## Growth

Time after time in any story, the main character often begins as one thing, and then grows into something else. This is usually a belief or standard, one that (after time and experience) the character might eventually change or turn completely around on.

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## Quirk / Habit

Some of the most memorable characters have very specific quirks and habits that set them apart from others. That's just how it is. Think up one or two habits and/or quirks – any more than that and the character will be dramatically overloaded.

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## Quote

Quotes aren't necessary, but they can still be fun to include occasionally.

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## Regional Affinity

Pick an area, town, city, or region. Your character knows people in that area and generally knows how to get around.

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## Friends & Enemies & Frenemies

Your friends will help you out in a bind (and may ask for *your* help), your enemies may want you dead or ruined (same goes for you), and your frenemies are those people you hate, but in a cordial way. Pick one of each.

Friend

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Enemy

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Frenemy

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**Optional background:**

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Lined writing area on the right side of the page.