

CREATING CHARACTERS



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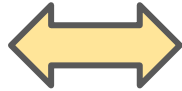
A character is built using three key elements

MIND: How they think?

- What they want
- What they are thinking and feeling
- How they react to other people
- How they see the world

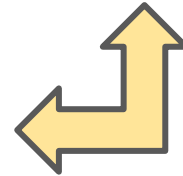
PHYSICALITY: How they use their body?

- Posture and body language
- Gestures and mannerisms
- Facial expressions
- The way they walk and move
- How they physically react to others



VOICE: How they speak?

- Pace, tone and volume
- Accent or style of speech
- Words, language and phrases they use
- What they say and what they don't say



YOUR NAME:

CHARACTER'S NAME:

AGE:

ARCHETYPE:

ROLE THAT DICE

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UNDERSTANDING YOUR CHARACTER SHEET

TICK ONE SKILL BOX AS AN EXPERTISE = ADVANTAGE ON ALL CHECKS

CHARISMA

Deception
Intimidation
Performance
Persuasion

CONSTITUTION

Courage
Resistance
Stamina
Valour

DEXTERITY

Acrobatics
Sleight of Hand
Speed
Stealth

STRENGTH

Combat
Force
Lift
Push
Pull

WISDOM

Arcana
History
Insight
Investigation
Perception
Survival

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UNDERSTANDING YOUR CHARACTER SHEET

ITEMS & EQUIPMENT



HIT POINTS



INSPIRATION DICE



CAMP PROLES: CHARACTER ARCHETYPES

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THE PROTECTOR

(Charisma or Constitution)

Traits: Confident, brave, protective, stands up for other prisoners when they are treated unfairly.

THE REBEL

(Strength or Dexterity)

Traits: Defiant, outspoken, refuses to be intimidated by the wardens and isn't afraid to challenge them.

THE STORYTELLER

(Wisdom or Charisma)

Traits: Imaginative, knowledgeable, keeps stories and rumours alive about the world before.

THE SURVIVOR

(Constitution or Wisdom)

Traits: Tough, practical, resilient, has learned to endure prison life and knows to keep their head down.

THE OUTSIDER

(Dexterity or Wisdom)

Traits: Quiet, observant, keeps their distance from the others and rarely reveals what they're thinking.

THE TECH WIZZ

(Wisdom or Dexterity)

Traits: Curious, clever, resourceful, understands technology, enjoys figuring out how things work.

THE SENSIBLE ONE

(Wisdom or Charisma)

Traits: Calm, reasonable, caring, thinks about consequences and tries to stop others being reckless.

THE LOYALIST

(Charisma or Constitution)

Traits: Obedient,, follows the wardens' rules because they believe staying out of trouble is the safest way to survive.

THE EVERFROST: CHARACTER ARCHETYPES

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THE NOBLE

(Charisma or Wisdom)

Traits: Honourable, proud, well-mannered, believes a knight should always do what is right.

THE BRAVE

(Strength or Dexterity)

Traits: Impulsive, passionate, easily angered, acts first and thinks later.

THE GUARDIAN

(Constitution or Strength)

Traits: Loyal, protective, dependable, always puts the safety of others before themselves.

THE SCHOLAR

(Wisdom or Charisma)

Traits: Curious, knowledgeable, fascinated by ancient stories and looks to the past for answers.

THE VETERAN

(Constitution or Wisdom)

Traits: Experienced, calm, cautious, has seen enough danger to know that bravery isn't always about fighting.

THE PROUD

(Charisma or Strength)

Traits: Ambitious, confident, wants to prove themselves and be remembered as a great knight.

THE WATCHFUL

(Wisdom or Dexterity)

Traits: Observant, questioning, careful, rarely takes things at face value.

THE CUNNING

(Dexterity or Charisma)

Traits: Clever, quick-witted, resourceful, uses intelligence and ideas to solve problems.

DREAMERS: CHARACTER ARCHETYPES

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THE PREFECT

(Charisma or Wisdom)

Traits: Responsible, organised, likes taking charge and making sure everyone follows the rules.

THE PLANNER

(Wisdom or Constitution)

Traits: Cautious, prepared, thoughtful, likes having a plan and always thinks about what could go wrong.

THE CLASS CLOWN

(Charisma or Dexterity)

Traits: Funny, playful, attention-seeking, make others laugh and rarely takes things seriously.

THE REBEL

(Dexterity or Strength)

Traits: Independent, stubborn, daring, dislikes being told what to do and isn't afraid to break the rules.

THE JOCK/ MEAN GIRL

(Strength or Constitution)

Traits: Confident, competitive, physical, loves a challenge and enjoys proving what they can do.

THE OUTSIDER

(Wisdom or Dexterity)

Traits: Quiet, independent, thoughtful, doesn't fit in and often sees things differently from everyone else.

THE NERD

(Wisdom or Charisma)

Traits: Intelligent, curious, enthusiastic, loves facts and is always keen to share what they know.

THE SENSIBLE ONE

(Charisma or Constitution)

Traits: Calm, caring, reasonable, tries to keep everyone together and steps in when arguments begin.

EXPERIMENTING WITH CHARACTERS



Show me how they SIT.

- *What is their posture?*
- *What are they doing with their hands and feet?*
- *Where are they looking?*
- *What is their facial expression?*



EXPERIMENTING WITH CHARACTERS



Show me how they STAND.

- *How do they get to their feet?*
- *What are their shoulders doing?*
- *How much space do they take up?*
- *What does their posture tell us about them?*



EXPERIMENTING WITH CHARACTERS



Show me how they WALK.

- *How fast or slowly do they move?*
- *How big or small are their movements?*
- *Where do they look as they move?*
- *How confident are they in the space?*



EXPERIMENTING WITH CHARACTERS



Show me how they LOOK AT OTHER PEOPLE.

- *Do they make or avoid eye contact?*
- *What does their face reveal?*
- *What might they be thinking about everyone else?*



EXPERIMENTING WITH CHARACTERS



Show me how they REACT when someone important enters.

- *What is their first thought?*
- *What happens to their posture?*
- *Where do they look?*
- *What changes in their face?*



EXPERIMENTING WITH CHARACTERS



Show me how they LISTEN to them.

- *How much attention do they give them?*
- *What are their eyes doing?*
- *Does their body change as they listen?*
- *What are they really thinking?*



EXPERIMENTING WITH CHARACTERS



Show me how they REACT TO UNEXPECTED NEWS.

- *Where do we see the reaction first?*
- *What happens to their face?*
- *What happens to their body?*



EXPERIMENTING WITH CHARACTERS



Show me how they say: “NO.”

- *What is their tone of voice?*
- *How loud or quiet are they?*
- *How quickly or slowly do they speak?*
- *What do their face and body do as they speak?*



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PRESS START