U.S. Character Creation Development Document

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Character Name:

Genre:

Venue:

This is the new Character Creation Development Document for use with all characters in the sanctioned US Camarilla chronicle. Upon completing this document, players can request that their venue storyteller award 10 Experience Points toward the total for the Character referenced.

This document is designed to help the player and the Storytellers develop character personality, background, and in-game connections. Expository questions are meant to encourage critical thinking about characters and provide easy-to-reference documentation. The document may be completed only once per character, though players are encouraged to update this document as their characters evolve across the chronicle.

In addition to answering the questions below, a full Character Sheet must be attached, along with a brief history summary – not to be in excess of five pages (standard margins, 12 pt. font, doublespaced).

Bullet-point form is acceptable, but players are encouraged to expand upon this for their own satisfaction and their Storyteller’s edification.

Note: The US NST staff thanks the Australian ST staff for their work in developing prior drafts of this document and for allowing their continued use by the US Mind’s Eye Society.

PART I: HISTORY

What has lead to your Character thinking the way it does? What has it seen, heard and felt over the years. This does not only apply to Vampires, but all creatures. What events have transformed your Character? Draw from Real Life™ history, as well as the created World of Darkness and in-Game history to provide pivotal points in your Character’s existence.

Answer the following questions, and attach your brief, point form, history.

1. Describe your character’s life before becoming a supernatural being. Where and when was he or she born, raised, etc? What individuals were his or her peers and family?

2. Who brought your character into the World of Darkness, and why? Describe the events that transpired-- or, at least, your character's understanding of them.

3. What were the most important personal events in your character's existence, personally or historically? How is each important? (Consider: First loves, marriages, serious illnesses/injuries, family/relations, crime/punishment, education, jobs/careers, historical events)

4. Think about the key abilities that your character possesses-- personal aptitudes, supernatural powers, or mundane skills that must be learned from experience. List them, and list how they were acquired (educational background, mentorship, etc.)

5. Identify why you chose each negative characteristic on your sheet (flaw, negative trait, derangement, etc) and how it affects your character’s sense of self.

6. Who would remember or recognize your character? Is, or was, your character famous in some way?

7. What was the first supernatural power (discipline, gift, spell) your character learned/realized? Why this one?

8. Is this your character’s original identity? If not, describe their past identities and how/why they changed them.

9. What languages does your character speak, and how or when were they learned? How does your character keep them from being forgotten?

10. What emotionally significant possessions/mementos does your character have from his or her “old” life? (photos, journals, jewelry, childhood possessions, creative works, etc.)

PART II: METHODS

The methods with which your character deals with daily, or nightly, life is essential to who they are and how they function. This is more than simple routine, and may be learned or instinctual—the result of careful instruction or centuries of practice. It also reflects their attitude toward others—whether they keep friends, follow the law, or enjoy hobbies.

11. Where are your character’s Havens, Sanctums, Hollows, etc? Describe them – go into detail.

12. Why does your character live where he/she does (city, nation, neighborhood, etc)?

13. Does your character routinely drive, fly, or use public transportation for a daily commute? Does he or she vary their routine? Why? If they have to travel a long distance, how would they choose to do so?

14. Does he or she have any servants, retainers, or other allies? Who does he or she contact to 'get things done'?

15. What does your character do for entertainment? Why?

16. Do public/private records of your character, mortal or otherwise, exist? (Police, government, school, employment, taxation, birth/death certificate) How does he/she keep these up-to-date (drivers' license, vehicle registration, etc)?

17. How does your character acquire and spend money? (Credit cards, bank accounts, investments, bills, taxes, etc)

18. Describe your character's significant possessions-- vehicles, weapons, works of art, supernatural artifacts, collections, etc.

PART III: CONCEPT

The concept for your character is how your character is perceived by others and by himself or herself. For some characters, this view applies to a current understanding; for others, the character concept is related to the character's behavior and feelings from centuries ago.

Either way, the character concept sets the overall theme for how the character is played.

Personal Identity

19. First, summarize your character concept in 5 words or less. Then, if you would like, summarize your character concept in a paragraph or less.

20. What would an average stranger’s appraisal of your character’s appearance or personality be?

21. According to your character, what is the world (or the World of Darkness) like? What shaped this belief of the outside world?

22. How would your character describe himself/herself in an autobiography (if being completely honest)? Does he/she have a personal code of ethics, or perhaps believe in a religion? What are his/her political leanings, nationalism, or cultural identity?

23. What are your character's most profound desires, secrets, or prejudices? How does these manifest in the character's behavior?

24. Why does your character belong to his or her faction, if there is a choice? (Invictus, Blood Talon, Anarch, etc.)? What are his or her feelings toward them, or toward their opposition?

25. What are your character's specific goals, and how does he/she hope to accomplish them?

26. Does your character dream, have nightmares, etc? What about?

27. What can you do to make this character 'stand out'? Identify quirks, manner of dress, and distinct props to make the character distinct in-game.