

Crafting a Strong RPG Character Backstory – 5 Questions To Consider

Full video link: https://youtu.be/6eTMYqQoqg0

How to make a good backstory. That actually helps you roleplay better.

- Complex backstory fails
 - Your GM doesn't have a flawless memory nor time to read 1000 words. Keep it simple & clear.

A few questions to answer to make a good backstory:

- Where was the PC born?
 - This is a complicated question.
 - Ask your GM for local lore/curiosities/names.
 - o Who looked after you? Provide 1 name, 1 place, 1 incident.
 - O What was the situation like in the space that they were born?
 - How do you feel about it? I am filled with dread, I miss the old days, I am carefree...
- How were you educated?
 - On the streets, in a school, private tutors, watching YouTube videos...?
 - O What was the influence of that education upon you?
 - Life education how you learned to survive as a being in your world scholastic, emotional, survival, sexual, spiritual, social etc.
 - Your class isn't your education. Why your PC became an adventurer isn't linked to your education.
 - Add in one name it gives your GM options to build into your backstory and links it to you.
- What was your first job?
 - o How did you earn a living before becoming an adventurer?
 - O How did they make money? What did they spend time on?
 - How did it make you feel? More clues for you and the GM.



- Why did you become an adventurer?
 - o And why remain one?
 - Why did you leave your job to do this? Was it by choice? Were you forced out? Was it luck? Had you had enough of it?
 - o Why wouldn't I do that? Sometimes we just need more. Wanderlust?
 - Keep a journal how did your character feel about their first adventure? Why
 does the game end when the dice stop rolling?
 - Keep a living document on how you felt about each adventure just a short paragraph.
 - There is a huge benefit to doing this look back at your backstory and remember all your adventures and how your felt about them. Share that info with the GM – they can use it. It provides insight for the GM, and let's your GM know that you care.
 - What you care about in game is really powerful.

Your task – create a backstory or rewrite your existing one. Create a living document on your backstory. Start writing a short paragraph after each adventure that details how your felt about that adventure.

Notes:			