



Creating the perfect name for your RPG character

Full video link: <https://youtu.be/3SUMA9CWY4E>

Struggling to come up with a great name for the RPG character that you'll be playing? Here are some tips to get you going and help you create a name that you'll love.

Come up with the name first – once you know the name of your character, you can then start to flesh them out.

How do you come up with a name that is new, original and that isn't one that you've read in a book somewhere? Try the following steps to help you create a great name for your character:

- What is the world space?
 - What is the setting, the culture and the lore that the game is set in?
 - Engage the GM – learn which part of the world inspires YOU, the player.
 - As the GM – make sure that you already have some character names in the world, to help give the players an idea of the world space and inspire them to come up with a name that fits that world space.
- A name should reflect personality
 - Strong, weak, complex, simple, clean etc.
 - What is your PC's worldview? Don't underestimate the power of drawing from all aspects of your character to make a name.
 - Consonants sound strong. Strong names feature consonants, soft names feature vowels. Erik versus Erin, Viktor versus Vincent.
- Choose an existing actor or character. Let them inspire you.
 - Helps you with a point of reference when impersonating the character.
 - Allows you to ask 'What would X do?'
 - Using an existing character guides you and gives you focus.
- Choose a name.
 - Something that reflects personality and general type of character you are naming.



- E.g. Patrick Stewart – played Captain Jean-Luc Picard in Star Trek as well as many other films and tv shows.
- Once you’ve chosen your name, you then vowel swap.

- Vowel swap – replace the vowels in a name.
 - E.g. Patrick = Petrock = Putreck = Potrack
 - If you’re not finding a name that suits you, then change the consonants.

- Consonant swap – replace the consonants in a name.
 - E.g. Patrick = Ratrick = Radrack = Katrack

- Once you’ve chosen a name, look at the emotive quality of the name.
 - What emotion do we feel when we hear the name?
 - Names are culturally complex. What sounds strong to you might sound weak to others.

- What species or culture is the name?
 - Different species and cultures will have different sounds.
 - Ask your GM for hints. Do not ask and then ignore if you don’t like what the GM says.
 - Don’t be afraid to change – as you develop the name, let it change. Don’t get stuck on a single name.

- What is the history behind the name?
 - Where did it come from?
 - The history can give you great RP moments, as well as can add to your backstory.

Your task – create a name and give it a touch of history.

Notes:



