

Character Creation Guide

Player Name:

Player Pronouns:

Character Name:

Character Pronouns:

1. Choose a Philosophy Playbook

- Absurdism
- Buddhism
- Confucianism
- Daoism
- Existentialism
- Islamic Thought
- Nihilism
- Stoicism
- Transhumanism
- Utilitarianism

2. Define Background

Name

- What is your character's name, and does it hold any significance?
- Do they have any nicknames or titles?

Everyday Life Background

- What is your character's occupation or job?
- Describe their family structure. Do they have close family ties or strained relationships?
- What hobbies or interests does your character pursue in their free time? • Is there a significant event from their past that shaped who they are today?

Navigating Everyday Life

- How does your character handle stress or adversity in their daily life? • What coping mechanisms or rituals do they have to maintain mental and emotional well-being?

- Are there specific routines or habits that ground them in their daily existence?

Social Connections

- Who are the important people in your character's life, both within and outside their family?
- Are they part of any social circles, clubs, or communities?
- How do they approach relationships and connections with others?

Values and Beliefs

- Aside from their philosophical outlook, what values are important to your character?
- Are there any moral or ethical principles they hold dear?
- How do they express or live out their beliefs in their everyday actions?

Struggles and Triumphs

- What challenges has your character faced, and how did they overcome them?
- What achievements or triumphs have they experienced that shaped their character?
- Are there lingering struggles or unresolved issues that continue to impact them?

Connections to Philosophy

- How did your character first encounter the philosophical ideas that they now hold dear?
- Have they faced conflicts or dilemmas where their philosophy was tested in their everyday life?
- How do they integrate their philosophical outlook into their interactions and decision-making?

Personal Items or Symbols

- Are there specific items or symbols your character keeps as reminders of their philosophy?
- Do they have any possessions with sentimental value or unique stories attached?
- How do these items reflect their identity or beliefs?

Day-to-Day Choices

- How does your character make decisions in their daily life? •
- Are there specific principles or guidelines they follow in their decision-making process?
- How do they prioritise different aspects of their life, considering their philosophy?

3. Determine Core Beliefs

- What core beliefs does your character hold based on the chosen philosophy?
- How do these beliefs shape their worldview?

4. Establish Virtues and Flaws

- List virtues influenced by the chosen philosophy.
- Consider potential flaws or challenges tied to their philosophical stance.

5. Set Goals and Aspirations

- Short-term and long-term goals for your character.
- How does their philosophy influence their ambitions?

6. Decide on their Appearance:

- Physical Appearance:
- How does their appearance reflect or defy societal norms?

7. Create Relationships

- Relationships with other characters or NPCs.
- How does their philosophy impact their interactions?

8. Outline Significant Experiences

- Key experiences that led your character to adopt their chosen philosophy.
- How did these experiences shape their beliefs?

9. Determine Resonance/Dissonance

- Situations that resonate with or go against their philosophy.
- How do they accumulate resonance and dissonance?

10. Choose Skills or Proficiencies

- Skills or proficiencies based on everyday life.
- How does their philosophical outlook influence their abilities?

11. Define Personal Items or Symbols

- Items or symbols representing their philosophy.
- Reminders of their core beliefs.

12. Create a Backstory

- Weave together philosophy, background, beliefs, and experiences into a backstory.
- How did they arrive at their current mindset?

13. Establish Character Hooks

- Think about potential hooks for the GM to incorporate into the narrative tied to philosophy or personal goals.