

# KEITH'S RWBY OC CREATION TIPS

(Also known as THE LIST™)

DISCLAIMER: This is Keith's **OPINION** and was created for his audience members who wanted advice on how to make a RWBY OC that is better **in Keith's opinion**. If you made an OC that is "bad" according to this list, who cares? If you have fun, do it!

At the end of the day, your OC is your OC. These are not hard rules, just suggestions and things to watch out for when making a RWBY OC in Keith's *subjective* point of view. You may agree, you may disagree.

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## 1. Avoid the overdone

- If you don't want your OC to get lost in the sea of many others, you'll want to avoid the more popular/easy design choices.
- Examples of this are wolf faunuses (There are so many more unique animals you can use. This seems to be peoples' go-to), Katanas (usually seen as edgy and boring), a color like Silver (that you can easily turn into Platinum instead or something similar like Chrome. Scythes are relatively overdone on RWBY OC's too, even if they're supposed to be a notoriously impractical/difficult weapon in the world of RWBY.

## 2. Creative color names

- Make your OC according to Monty's Color Naming Rule, but don't settle for the first color you think of as a name. For example for a green oc, don't just name them Green. Plenty of other words that allude to the same color are available. Forrest, Viridian, etc.
- You can even use words that aren't directly colors. You can use names that mean a color or something that reminds someone of a color. There are a ton of OC's with just "Silver" as their name. How will you stick out?
- I also like to add prefixes/suffixes to the name to make it more unique and recognizable as *\*that\** oc. Lime = Lymeria for example. I also changed the L to a Y instead. Even just adding an A to the end of Silver will immediately make your name better.

## 3. Simpler Semblances

- If you have to explain the semblance using multiple paragraphs, it is entirely too complicated.
- Avoid a semblance that has a solution for every problem you can throw at the OC. Bonus points if they can use a relatively simple semblance in creative ways.
- If the semblance is strong, balance it with a drawback. If the semblance can do multiple things, at least have it follow a specific theme.

- Semblances avoid generation, as that is more in the realm of magic. Material transformation (like turning things into gold with Xanthe Rumpole's semblance) is totally fine as long as there's SOMETHING being changed.
- Avoid hereditary identical semblances I guess? (Weiss gets a pass because she's best girl)
- Also note that non-combat semblances are totally an option! Lets you think outside the box for more fun abilities instead of the usual.

#### 4. Allusions and central themes

- Have an allusion or an overall idea that ties your character's concepts together. It helps focus their themes and makes for a more concise and appreciable design.
- Allusions in RWBY are mostly fairy tale characters, such as Snow White being for Weiss Schnee. Some OC-makers also use mythology / cryptids / other concepts as allusions. You can even make an OC based on idioms. Others prefer referencing pop culture.
- An oc that doesn't have an allusion or is just "some guy" isn't very interesting and won't really attract much interest UNLESS their whole theme is about being extremely ordinary.

#### 5. Refer to the world's established norms (UNLESS YOU'RE GOING FOR A SUPER DIFFERENT AU I GUESS?)

- No multiple faunus traits. There could be VERY RARE mutations that give multiple traits, but because most people do this, that *rare* condition is now extremely common. Consider using clothing/accessories to give the feel of an additional faunus part if you really have to, such as a sash that looks like a tail, etc.
- Silver Eyes (and Scythe users) are rare.
- Anti-material weapons and 90% cybernetic humans? Nanomachines? That ain't RWBY, go play Cyberpunk or something.
- HEAVY armor is redundant with aura so shouldn't really be used, though there's nothing that says you can't have bits of armor like Jaune. Part of the reason why aura is a thing was so we could design cool-looking characters and not generic armored knights in a world where mobility is more important (because you can already take a heavy hit or two with aura)
- Probably have a max of 3 weapon forms. Usually weapon forms are all grouped under the single weapon, and aren't extra weapons like sidearms. Please don't have a character that has separate shotguns, a katana, and a rocket launcher.
- Prosthetics are definitely possible. As long as it isn't some eight-legged crab lower body with shotgun knees or something too crazy. Ironwood is the top military leader and basically just has a cyborg half.
- No mythical creature faunus (dragons, etc). I'm also pretty sure prehistoric faunus are nonexistent or at least extremely rare. Maybe an ancient family bloodline? Probably still best to avoid a T-Rex faunus.
- No, Grimm do not have aura.

#### 6. Color and Design theory

- Have a good color palette. Don't make an OC's whole outfit a single color with very slight variations, throw in some complementary colors and break up the shapes of the design using contrast.
- You can use <https://coolors.co/> to generate color palettes that look good together.
- Please don't OVERSATURATE your design with extremely bright and vibrant colors. Balance light and dark.
- AVOID excessive asymmetry. Asymmetry is good in small doses, as it breaks up design monotony. A design that is mostly asymmetrical is just a mess.
- AVOID all black outfits, especially if your OC has multiple layers of clothing.
- Design complexity could also be a detriment to your OC if it overwhelms viewers with too many small details.

### 7. **Avoiding harmful stereotypes**

- Please don't give your character a mental illness for the sake of being 'unique' and 'quirky'. IF you really have to, please do proper research.
- An example of a harmful stereotype is giving a character with DID (Dissociative Identity Disorder) a personality that turns them into a racist, psychotic serial killer.

### 8. **Canon-connections**

- Try to avoid the "My OC is the secret sibling/relative of this canon main character".
- Interactions with canon characters should be done in a way that they don't go out of character or become a completely different person for the sake of the OC's connection with them.
- I 100% cringe at OC's who have RWBY as their whole harem.

### 9. **"Heterochromia makes my oc unique"**

- No it does not. What makes an OC unique is their personality, how well thought-out they are, their design, their weapon, semblance, etc. Using heterochromia is a cheap (and overdone) way of making someone more unique at a surface level.
- If you really want multiple eye colors, you can try [Central Heterochromia](#) instead.

### 10. **Character Likability**

- If a character (especially a non-villain) is just a terrible person, why should I as the viewer even like them? Why should others in the world even interact with them?
- Sometimes people make their OC's do terrible things with 0 repercussions. This just makes me frustrated because yeah that guy should have some comeuppance instead of just being able to smile and laugh their way through complete immunity from laws and consequences.
- Villains can be likable if done right, but this is rarely seen among OC's.

### 11. **Personally lacking a Personality**

- No, a physical description of what they look like, what their weapon is, and what their semblance does aren't enough to make your OC an actual character.

- All physical descriptors with no personality just makes your OC a disposable cardboard cutout.
- Give them PERSONALITIES! Hobbies, special talents, favorite foods!

## 12. Abused and neglected RWBY OC

- Most people will read stories to have fun and enjoy themselves. Sometimes amateur writers will give their OC an incredibly sad/lonely/horrific/unfortunate backstory. Maybe it's dead parents. Maybe it's different forms of abuse. Whatever it is, life's bleakness is often used as a crutch and can easily be done too much. What's the point of reading about an OC who is just constantly suffering?
- Tragic backstories can be good since they entice the reader with similar feelings, but it should really come with moments of rest/happiness so that the story doesn't just overwhelm the reader with negativity.
- Also just please avoid the "Extremely capable lone-wolf character with a mysterious past who hates civilization" trope. It's so cheesy and also overdone.
- Edge for the sake of edge is bad. It should be the seasoning, not the whole meal.
- Don't have a fetish for traumatizing your characters.

## 13. Pronounce the unpronounceable

- Keep your names relatively pronounceable by the general public, whether it's their weapon or their actual name. Please, I don't want to think of how to pronounce Wolfeschlegelsteinhausenbergerdorff the Beacon Academy student.
- SPECIFICALLY, this affects character names more than weapons/semblances, since the former are said a lot more.

## 14. Rule of Cool

- As with the other points on this document, too much of a good thing can turn it into a bad thing. In small bursts of badassery, the rule of cool can make for a particularly interesting fight scene, but if EVERYTHING the OC does is cool and physics-defying, it just becomes annoying.

## 15. Character Overlap

- Avoid making your character just a better version of an already existing RWBY character. Example: Mada Taurus is Adam Taurus' older brother. He is just as vicious as Adam, has a stronger semblance, and is a lot more cunning, but is subservient to Adam for some reason.

## 16. The Jack Of All Trades, Master Of All

- Yeah this is a Mary Sue lol
- I kinda count having an extreme range in weapon mastery into this, especially for student-age huntsmen. Having a weapon/semblance suited for every possible situation just makes encounters boring.
- To add to the above statement, semblances that have a ridiculous amount of effects depending on the situation (like having every Dragonborn Shout from Skyrim)

### **17. Isekai Exports**

- Nothing makes people lose interest in a character more than reading how it's basically a copypaste of a different character but just in the RWBY-verse, especially if they basically have the same personality, appearance, weapon, powers, etc. That's extremely boring.
- Characters that are just copies of others tend to not make any lasting impressions because they aren't their own thing. They're just a cheap imitation.

### **18. Overcompensating with Height**

- Hazel is 8 feet tall and is by far the tallest non-magical person in RWBY. I've noticed that some people love making 10ft tall OC's. They will not be able to fit through doors. Their life will be a living hell.
- I'm convinced people who make extremely tall OC's are under 5ft in real life.

### **19. His semblance is [Anime Character]'s [Power] from [Anime]**

- Please, don't point me to an anime if you're gonna explain what your character can do. Use your own words.