

## **Disclaimers**

My advice uses the US states (since that's what I'm familiar with) but is generally applicable to any subnational division OCs (states, provinces, etc.) and honestly most of it applies to all Hetalia OCs.

Don't worry about making an OC "perfect" because that's impossible. Developing a character is an ongoing process, and what matters is to be respectful and have fun! You're going to change things about your OCs as you continue finding new information, and sometimes you'll look back and go "yikes, that was a bad design/characterization choice". It happens, and it's just a natural part of growing and learning.

I do want to note that in my opinion, Hetalia is a more sensitive realm for OC-making if you're making OCs of real places (if you're not, pop off). For OCs of real places, I advise you start with the place first and build up the OC from the people, histories, cultures, and experiences of that place, instead of putting whatever traits you like onto the character like you might with a non-Hetalia OC. Try not to "override" the place you're representing, if that makes sense.

If someone corrects you about your representation of a place, please take the time to hear them out (unless they're just being rude - in which case, ignore them). A lot of unintentional racism and negative stereotypes can be perpetuated through OCs. I know stereotypes are the foundation of Hetalia, but there are lines to be drawn. Why not take the chance to learn more about the world?

And finally, all of this advice is based on personal preference and experiences. This is what works for me, feel free to do what works for you. In the end, we're all just a bunch of nerds on the Internet.

## **Identity**

I want to emphasize: **MAKE YOUR CHARACTERS HAVE THEIR OWN IDENTITIES.**

Please don't make them carbon copies of canon characters in design and/or personality. This is not only unoriginal, it also completely ignores the unique cultural identity of the state you are representing. Feel free to have similarities between your character and a canon character, especially if there's a historical/cultural reason for it (ex-colony, immigration, etc.) - that can be cool! But no two places are the same. Reflect that by having a unique character that stands on their own.

The most crucial step to avoiding this is to put yourself in the mindset of "I am creating an OC for [this state]". Not "I am making one of America's states", not "I am making an ex-French colony", not "I am making a state with a lot of Italians". No. Start with the state, research its people, history, and culture, and build up your OC from there. Often, similarities in personality with canon characters will naturally manifest as a result of the state's history influencing its current culture. Or sometimes it's just a lucky coincidence - that's pretty fun, too.

A few examples in my OCs:

- New York and the Netherlands are both no-nonsense, straightforward, and money-minded (and are both fast walkers lol). I did not create New York with the intention of making him similar to the Netherlands, but as I worked on his character it was rather fun to see the similarities pop up. Perhaps there's some influence from New York's origin as the Dutch colony of New Netherland.
- New Jersey is quite similar to Romano, and personality-wise they are both rude, stubborn, sarcastic, and swear a lot. Again, I didn't create Jersey with the intention of making the two similar, but it makes sense because New Jersey has a rich history of Italian immigration, especially from Southern Italy.

Specific note - I often see Washington, D.C. represented as looking like a mini-America just because it's the capital. DC isn't just politics and the federal government - there are hundreds of thousands of people who live there. Remember, personifications are about the *people*. This applies to every Hetalia OC.

Again, try not to "override" the state you're representing. Every place has its own unique charm!

## **Design**

### ***General Appearance***

For a good portion of US states, especially in the Midwest, Northeast, and parts of the West, you can pretty much do whatever hair color, hairstyle, eye color, and overall features you want and it'll be fine. However, I encourage working in historical/cultural details when you can! The design of a character can be a great place to reference their history. For example, my Minnesota has blonde hair and blue eyes to reference its Scandinavian heritage.

For some states that have larger non-white populations and histories, such as the Deep South, the Southwest, Washington, D.C., Hawaii, Alaska, etc. - make sure to incorporate this into the design. At the very least, look up the current racial/ethnic demographics of the state. However, remember that this is just a snapshot in time, and the history of states extends far beyond the most recent census. Research and history becomes very important here, and your choices will depend on your specific way of developing lore. For example, my Hawaii looks Native Hawaiian because she was born as the island of Hawai'i, even though Hawaii is currently majority-minority with Asians as the largest group.

Regardless of what you choose to do, take care to not erase non-white characteristics. These include hair/skin/eye color, but also things like hair texture, eye shape, and facial features.

### ***Skin Color & Details***

Firstly, skin color. Some of your OCs might be paper white (looking at you Vermont), some of your OCs might be slightly tan, some might be dark brown - reflect the diversity of humankind in your OCs! As in the previous section, this will depend on the location, history, and demographics of the state.

Remember that skin tone is not a straight line from white to black. Skin undertones exist for every shade, like warm, cool, neutral, etc. I'm not the best person to ask for this, any makeup tutorial can probably explain this better than I can, but do keep it in mind.

Now, some skin details to consider:

- Freckles - freckles are adorable, I love them. I mostly put them on states associated with the sun.
- Birthmarks/moles - I don't utilize these enough, but they can be a creative way to add to your character design and represent something in the state or its history.
- Makeup - consider adding makeup to an OC if it fits their personality, plus consider the way they would do makeup. This can be a really cool way to show how a character expresses themselves.
- Scars - these can be a way to show destructive events. I've seen a lot of creators give Hawaii scars from Pearl Harbor, though some other examples can include DC having burn scars from the War of 1812, Nevada having scars from atomic bomb tests, etc. Be respectful with these.
- Tattoos - another great way for OCs to express themselves if it makes sense for them. There are so many different tattoos and ways to wear them. Also, some cultures (like Ancient Hawaii) have tattoos as a cultural practice.

### ***Clothing***

This is more advice for modern-day clothes. I tend to put my OCs in one or two of what I call their "default outfits". Obviously they all have more than two outfits in their wardrobe, but the default outfit is my go-to when I imagine them. It's based on sort of the stereotypical vibe of the state, so some states' default outfits are more casual, while others are more business-y.

To start, I recommend thinking about the stereotypical climate of the state. States that are more to the south are associated with summer and hot weather, so their default outfits tend to have shorter sleeves and lighter clothes. Northern states are more associated with fall, winter, and colder weather, so I often dress them in layers and warm clothes. You don't have to stick too closely to that, though.

Then, see what outfit stereotypes of the state exist. Preppy and old money? Hipster and trendy? Casual? Flashy? Cowboy (my personal favorite)? Here's some examples:

- Flannel is everywhere in the Midwest and New England.
- Hawaii is known for aloha shirts ("Hawaiian shirts") and flower prints. Though, look into the types of aloha shirts that locals wear vs. the flashy tourist shirts that most people know.
- Texas. Cowboy. You don't have to go full cowboy costume, but a cowboy hat, a button-up shirt, and a bandanna give off the vibe pretty well.

If it applies to your OC, I definitely advocate for researching traditional clothing. However, do keep in mind that most people today dress in modern, Western clothing. I see a lot of Hawaii OCs in hula skirts even when hanging out with other characters that are wearing T-shirts and shorts. That doesn't mean you can't add a reference to their culture in their design, though!

### ***Unique Design Elements***

Since I dress my OCs in honestly pretty basic clothes, I'm always looking for ways to put details in the design that elevate it from "random person" to "representation of their specific state". Here are some ways to do this that I've discovered.

## *Colors*

I often have color associations with states which can be worked into their design. Here some examples:

- Some states specifically identify themselves with a color. California is the Golden State, Nevada is the Silver State, Washington is the Evergreen State, etc.
- Some states have scenery that evokes a specific color pallet. Arizona makes me think of brilliant, sunset-hued rocks. Maine makes me think of blue oceans and autumn leaves.
- Some states have symbols associated with them. Utah is the Beehive State, so I made his tie black and yellow. Idaho = potatoes, so that's what I based his hair color off of lol.
- Some states have flags with fun colors. Maryland's outfit is based off of her state flag's colors and patterns. New Jersey's jacket is his flag's shade of yellow.
- Some states just have vibes. I associate a lot of the rural Midwestern and Southern boys with desaturated, earthy colors since that's what a lot of the boys I see here wear.

## *Clothing Designs*

An instant way to make a boring article of clothing interesting is to slap a design on it. This can be a pattern, like stripes or floral prints, or it can be a graphic design. I don't know what it's called exactly, but it's the thing that makes a graphic tee a graphic tee. This design can go on anything from shirts to hoodies to hats.

I also recommend being more creative than just putting the state name or nickname as the design. While this is fine, I think it's a lot more fun to make a design that speaks to something about the state itself. For example, my Minnesota's hoodie says "Live, Love, Lake". Look up fun T-shirts of the state for inspiration!

## *Jewelry & Accessories*

This is my absolute favorite way to spice up a character. This is also the part where I like to insert little tidbits about the state into their design.

Jewelry comes in a lot of forms, so don't limit yourself! There's earrings, necklaces, bracelets, rings, and probably more. Plus, within each category, there's a million different designs and ways to style them. Many cultures have their own unique cultural jewelry as well (like the Navajo & turquoise).

My process is generally just to add fun symbols, so I'll provide a few examples from my OCs:

- California's golden hoop earrings, gold chain necklaces, and gold rings
- Nevada's gold and silver card suit earrings, silver necklace, and silver watch
- New Mexico's turquoise necklaces and bracelets
- South Carolina's palmetto earrings

There are also so many other accessories and details, there's no way I can list them all. I'll just mention a few of my favorites - hats, glasses & sunglasses, hair clips, pins, scarves, gloves, headphones, nail polish, and so much more. A few accessories can really bring a character to life.

## Personality

### **General**

This is really the meat and bones of a character, and probably the trickiest part of a Hetalia OC. There's a fine line to balance when it comes to stereotypes, as you want to make your OC recognizable as the state it's representing but not go too far.

Stereotypes are easier for some states - the loud and bigger-than-life Texans, the Massholes, the California surfer bro/valley girl, the Mormons in Utah. Other states can be more difficult, simply because stereotypes of certain states just don't come up as much.

For the quickest overview, look for some of those "stereotypes of the states" articles or the "US state slander" videos on YouTube. Those are a pretty good way to get a very rough sense of the stereotypes of each state. For your specific state, you can look up "stereotypes of [the state]" or "what are people from [the state] like". This is a good baseline, but if you'd like to develop your OC further, you're just getting started.

I would also like to mention that even if you grew up in the state that you're making an OC for, I still encourage you to look further into the state. There's always more information out there, and your experience may even cause you to focus on a few specifics and not realize what the rest of the state is doing. Plus, it's never bad to learn more!

### **Deeper Characters**

Taking the step from surface-level stereotypes into a fleshed out character takes knowledge of two main things - local culture and state history. History will be covered in a later section, so we'll talk about locals.

If there's one piece of advice you take away from this entire thing, it's this - *look for how the people from the state describe themselves*. Americans are generally pretty up to joke about themselves, so often they'll happily go along with stereotypes and provide even more stereotypes about themselves along the way. Or they'll provide stereotypes about their neighboring states, which is always very fun.

In some cases, the line starts to blur between a state's stereotypes and the actual, observable culture. The best place for you to be is at this line - it preserves the spirit of Hetalia while also being accurate and respectful to the people that you are representing with your OC. And the best way to get to this line is to learn about it from people who know their own state well. They'll have inside jokes about the food they eat, the places they frequent, the hobbies they get up to, the types of people they have in their lives, and so much more. Some will even discuss traits and beliefs within their culture in a way that you can pull straight character analysis from.

This approach is also a good way to avoid more negative and harmful ignorant stereotypes - if the people who live in the state say that a stereotype is going too far, especially if they're from a historically marginalized group, then consider revising your character. We're here to poke fun at each other with fun stereotypes, not here to disrespect people and perpetuate discrimination.

So how do you go about researching this? Here are some of my ways:

- Reddit is, well, a surprisingly okay place for this. Pop on a few state subreddits and see what the people are talking about.
- Some states have social media accounts. Like, official accounts. The New Jersey Twitter is one of the best things I've had the fortune of seeing.
- Google "[the state]'s culture" and see what pops up. Look for articles by people who live in or moved to the state. Recent transplants can provide an interesting and valuable perspective on how locals treat outsiders.
- Go on YouTube and find a few videos about the state, whether tourist videos, historical videos, videos comparing it to other states, or the aforementioned state slander videos. The trick here is to go into the comment section where people from the state will congregate. That's where all the fun discussion happens.
- There are some people who make joking about their state culture their hobby/job. The two that I'm aware of are Matt Mitchell for Southern states and Charlie Berens for the Upper Midwest. Both have YouTube channels, and I'm sure there's more out there.

Don't stress over getting everything right on your first pass of research! You'll always be learning more as you go, and sometimes information pops up in the most unexpected ways.

### ***Hobbies, Likes/Dislikes***

Firstly, a tip that applies to any OC. When it comes to these, it's best to avoid very general things that are pretty vague. For example, one that I see quite often is "likes their family". I'd save this type of description for OCs that have notably family-oriented cultures.

Don't limit yourself to the most common or basic hobbies and likes such as "sports", "reading", "hiking", etc. While these are good starting points for an OC, dig deeper and try to find more unique quirks that relate to the state. Some places to look include, but are not limited to:

- Stereotypes - sometimes these are pretty obvious, especially with food - Kentucky and KFC, Georgia and peaches, Hawaii and SPAM. Sports are also pretty easy.
- State symbols - do note that most people in the states probably don't know their state bird, flower, gemstone, etc. but some symbols are more prevalent in the public consciousness. For example, Minnesotans love their loons.
- Significant events/places - this could be events like the Kentucky Derby or the (hot air) Balloon Fiesta in New Mexico. It could also be attractions like Disneyland, Broadway, or Area 51.
- Major or notable industries - these are great to pick out things your OC is good at, like the tech industry in Washington and California or the auto industry in Michigan.
- Culture & history - this is hard to explain, but an example could be how my West Virginia likes cryptids because they're part of local folklore.
- Miscellaneous - sometimes you'll just stumble upon the most random facts that make for a fun interest for your character. For example, Pluto Day is a holiday in Illinois and a law exists where when Pluto is above Illinois, it's considered a planet there. Thus Illinois is a Pluto enthusiast.

If you want an example to tie this all together, here's a breakdown of a few of my Utah OC's interests:

- *Bees* - mostly the "state symbol" category. Utah is the Beehive State, as bees were represented as a symbol of hard work and industry by early Mormon settlers.
- *Rock formations* - sort of the "significant places" category, referencing the very cool and pretty geography of the state.
- *Genealogy* - falls into the "culture" category, as genealogy (the study of ancestry & family trees) is quite important to the Mormon community.
- *Volunteering* - also falls into the "culture" category, volunteerism being an important part of Mormon culture.
- *Skiing* - not sure which category this is, but Utah's known for being a pretty good place to ski.
- *Indie films* - falls into the "significant events" category, as the Sundance Film Festival is the largest indie film festival in the US.
- *Fry sauce* - probably "culture", maybe even at the "stereotypes" point. Fry sauce is BIG in Utah.

## History

As you've seen, a LOT of your character depends on you knowing about their history. There isn't too much advice I can give you here, as this is something you'll feel out and get a flow for the more you do it.

If you want, look up some advice from historical fiction writers, as a lot of it can be applied to this. Do keep in mind that this situation is a little different, though. In historical fiction, the history serves as the backdrop to the story, while in this case the history kind of *becomes* the story. You'll also have to approach your OC in a different way than the average historical fiction character, since they're a representation of the people as a whole and not just one person with completely independent thought.

In the meantime, I'll also try to give some tips!

## Research

For me, there are two broad categories of research when it comes to researching history - the initial overview and the specific deep-dives.

The first step to research is to just get a broad overview of what has happened in the state's history. For this, what I tend to do is read the Wikipedia article titled "History of [the state]", along with similar articles from other websites like History.com or websites dedicated specifically to the state. A few YouTube videos or documentaries are also a good idea, and if you can get your hands on a good history book that's even better.

This is when you start formulating ideas about your OC's role in their history, some traits of their personality that might have developed from historical events, etc. Have a notebook or a document open to take note of any ideas that pop up as you're learning. After this, I recommend pausing here to put all your new ideas together and work on your character. While you're doing that, areas that you want to look more into will hopefully pop up. That's when you know it's time for the next step.

Specific deep-dives are exactly what they sound like. Whenever you have something you need to go into details for, whether that be wanting to learn more about a specific historical event or looking for inspiration for a human name, find some articles and have fun reading! Dive into those Wikipedia citations!

For major events like the Revolutionary War or the Civil War, I recommend getting both an understanding of the event as a whole and a good in-depth look at how the state you're researching for was specifically involved. Every state has different experiences and actions.

As always, follow good research practices. Get your information from multiple sources and be careful not to cherry-pick or get too tunnel-visioned. Sometimes the facts will vary from source to source - that's normal, it's history - so use your judgment to determine what's likely the most accurate.

### ***Putting the OC in***

Copying and pasting a history article into your OC's bio, unfortunately, does nothing to actually develop your character. The real challenge comes with interpreting the history into your character. This is where you can find character motivations, beliefs, insecurities, traumas, and a lot of other essential components of an OC's personality.

Something to keep in mind is to put a combination of "action" and "reaction" in your OC's backstory. What this means is that when you're creating the backstory, you want some of it to be your OC being part of historical events and some of it to be what your OC thinks about events.

From here, it's really up to you how you want to do this. Look for important points or periods in the state's history, like cultural shifts, economic trends, hardships, conflicts and more. Think about what each of these means for the character. Does their history demonstrate their resilience? Their cautiousness? Their leadership? Do they have trust issues and insecurities that stem from their difficult experiences?

If you really want to make a rich backstory, place your OC directly in the environment. Pretend like it's a historical fiction novel and your OC is the main character. There's a lot of questions to be asked.

- Where is your OC during historical events?
- What role do they hold in society?
- What are their beliefs and values?
- What interactions do they have with the people around them and the major historical figures of the time (or even other personifications)?
- What thoughts are they having, and how do those change?
- How do they evolve as a result of cultural shifts, personal experiences, and historical events?

Feel free to get creative! Sometimes you'll be able to put experiences together into really cool character arcs, especially if you're able to use their historical experiences to explain their modern-day personality. Remember, you're writing a personification - they are human at the end of the day, with human emotions and human experiences - just with a lot of state-specific flavor to it!



## Relationships

### *Determining Family*

If you're not the type of creator that simply makes all of the states siblings, there's a bit of a challenge in determining which states are related to each other (plus which canon characters are their parents/guardians/siblings). I'll just provide my (rather inconsistent) way of doing things. In the end, the way you do this is all up to you.

Something I keep in mind for Hetalia OCs is that their familial connections don't work the way humans do. After all, most Hetalia characters don't have "parents" in the traditional sense and just spawn into existence. The point is that you don't have to try too hard to make everyone make sense within a traditional family tree. I have an OC who's siblings with two other OCs, but those two other OCs aren't really related and one considers the other more of an aunt-type figure. It just goes like that.

### *Parents*

For me, this really just boils down to colonization. If a state was founded as part of a country's colony, then that country is considered their "parent". I don't really consider my states to be America's children, so the majority of them don't even have parents at all, since they were simply created as America expanded westward.

This leaves just a few states who actually have parents, and I'll provide my list in case it helps you.

- *Spain* - Florida, New Mexico, Texas, California, and Puerto Rico
  - All of these were founded as part of New Spain. The reason some other states like Arizona and Nevada aren't here is because in my lore, they were created a lot later and under American rule.
- *Netherlands* - New York
  - New York was founded as the colony of New Netherland. You could put New Jersey in here, but I personally don't since for me New Jersey was created under British rule.
- *Sweden and Finland* - Delaware
  - Delaware was founded as the colony of New Sweden, and Finland was part of Sweden at the time. It's canon that the two were in the New World, too.
- *France* - Louisiana
  - Louisiana was founded as part of New France, and was actually its own administrative district (along with Canada, Acadia, and Newfoundland).
- *Russia* - Alaska
  - Alaska was founded as a result of Russian colonization, though the majority of the population in the colony were Alaskan Natives.

Technically a lot of the original thirteen colonies should have England as their parental or "older brother" figure, like he was for America, but I just don't really think of them that way. That's completely a me problem though lol.

## *Siblings*

My rule of thumb here is that if a state/territory was created directly from another state/territory, then the two are siblings. There's some other stuff that goes into it, but this is a pretty loose rule and honestly you can do whatever you want with it. For me this would include the obvious ones like the Carolinas and the Dakotas, but also New York and New Jersey, North Carolina and Tennessee, the Virginia Family™ (Virginia, West Virginia, Kentucky, Ohio), plus a few others.

Also, if places are very culturally connected and close in real life, I tend to consider them family. Some examples would be Puerto Rico and Cuba, the Hawaiian islands (before Hawaii was unified) and all of New England.

## ***Character Dynamics***

For this, I have the exact same advice I did about character personalities - look for how the people from the state talk about other states.

For starters, I'd recommend taking a look at those "each state's least favorite state" or "each state's favorite state" maps to get a rough sense of the dynamics you'll be working with. Once you've done that, dive into the same places I brought up in the "Personality" section - subreddits, social media, YouTube comment sections, websites, etc.

- One of the easiest places to get started is sports rivalries. Oh, boy, do Americans love their sports. It's here that you'll find some of the most infamous state rivalries, like Ohio and Michigan or Massachusetts and New York. Almost every state has their own local sports rivals.
- Also, a lot of states have strong opinions about their bordering states. Go on any discussion of New England states, Midwestern states, Southern states, really any region in general and you'll see insults and jabs flying left and right from residents of one state to another.
- Americans also get *really* heated about how the states next to them have the worst drivers.
- Sometimes there's just a state in a region that everyone likes to dunk on. Notable examples would be California in the West, New York and New Jersey in the Northeast, and Massachusetts in New England.
- Look for videos or articles comparing states in detail - you can often find a lot of good information in those, especially in the comment section of videos.
- Some state dynamics have really interesting historical backgrounds, such as the Kansas-Missouri Border War which goes all the way back to the Civil War.
- Even though they show it by relentlessly bashing the other, some states are generally pretty fond of each other and it's more of a good-natured sibling rivalry type deal.

From here, it's really up to your judgment how you interpret everything. In my states' world, it's a lot of frenemies who love poking fun at each other. There are some dynamics fueled by legitimate resentment due to historical or cultural reasons, but for the most part there's just a lot of folks who just take their differences and competitions a bit too seriously.

## Human Name

### ***General***

This section is less “guidelines” and more just a look at how I make human names. To be honest these are as important or unimportant as you make them to be, as silly or serious as you want them to be. I love learning about names, but I never really use these human names in practice - however, I know some people refer to their OCs exclusively by human names.

The language of your OC’s human name will depend, as always, on their history and culture. Keep in mind that naming conventions are different in different languages, and in fact even change when you go back in history. Not everyone will have a simple first, middle, and last name. Some cultures have patronymics, some have multiple names, some don’t have “surnames” in the way we think of them, and middle names weren’t much of a thing in English before the 1800s! So while I will use the three categories for simplicity, do research how different cultures approach names, and perhaps consider how your characters’ names might have changed over time due to cultural shifts.

### ***Warning - Baby naming sites***

If you’re naming an OC in a language that isn’t widely spoken, ESPECIALLY if you’re looking for names in a specific native language, I’m begging you stay off the baby naming sites for the love of God. It’ll be more effort digging through the Internet to find credible sources, but I promise many of them do exist and will be a much more helpful and respectful way to find names. I do also advise this for historical names, since baby naming sites are sometimes too geared for modern audiences. I’ve provided some of the sources I use to find names below.

### ***The Name***

#### ***First name***

For this, I just find a name that fits the historical time period the state was born in and the language that they would have spoken at the time. This name is completely vibe-based the vast majority of the time. I do often gravitate toward names that have the same starting initial as the state name or names with similar “sounds” (Like Nevada and Victor with the “v” sound).

Feel free to put as much or as little symbolism and meaning in this name as you want. Also, if you want, have fun with making backstories involving names. Some of my characters had Spanish first names but later adopted English first names.

#### ***Middle name***

For many of my OCs, their middle names are a reference to something historical. A lot are references to historical figures associated with the state, like Franklin for Pennsylvania or Adams for Massachusetts. A few of my OCs have their old Spanish name from when they were part of New Spain as their middle name, like Francisco for California. However, feel free to go crazy with the middle name. It doesn’t matter too much anyway.

### *Last name(s)*

If you just want to make the last name “Jones” or some other canon character’s last name for everyone, feel free to skip this. However, if you're like me and do unique surnames for everyone, it's a little trickier.

I try to have last names reference some historical or geographical detail of the state. This can come in many different forms, but a few patterns that have popped up from my OCs include:

- Name of a historical figure associated with the state - similar to what I do for middle names, but here I tend to pick people from before or right at when the OC was born. For example, North Carolina’s last name is “Dare” for Virginia Dare who was born on Roanoke Island (which is now part of North Carolina).
- Name of a historically important place - for example, Maryland’s last name is “Clement” as a reference to St. Clement’s Island (which in turn, was named after Pope Clement I) where the first European settlers landed.
- Name that references some other historical aspect - for example, Georgia’s last name is “Howard”, meaning “guardian”, which is a reference to how Georgia was founded to protect South Carolina from the Spanish in Florida.
- Geography-themed names - a lot of my New Englanders have water-themed last names, like “Bay” (Massachusetts), “Shore” (Rhode Island), and “Banks” (Connecticut).

Alternatively, just scroll through a list of common surnames and pick out ones that fit your OC (I do that sometimes). In the end, what matters the most to me is the name’s vibes. Do what works for you!

### **Resources**

[Appendix:Hawaiian given names - Wiktionary](#) (+ [Hawaiian Dictionary](#))

[The Top 50 Names in England and Wales in 1700](#)

[16th Century Spanish Names](#) (first names & “surnames”)

[Popular given names, US 1801 to 1999](#) (my FAVORITE source I’d be dead without this)

Fun tip: look up “[century] [language] people” on Wikipedia to find common historical names.

- [List of people from the Dutch Golden Age - Wikipedia](#)
- [Category:16th-century Spanish people - Wikipedia](#)
- [Category:17th-century English people - Wikipedia](#)
- [Category:18th-century women from the Russian Empire - Wikipedia](#)