

Player Character History

[Player Name] - [Character Name]

Welcome to Kanar

Welcome to our game! We're excited to have you, and completing and submitting a Player Character History (PCH) is one of the last steps before you're ready to head into Ilveresh.

Player Character Histories should contain all of the basic information the GM staff should know in order to work your character into the story and setting. They should start off short; more information can be added later as your character's story progresses, but your real history begins when you set foot in Ilveresh. The PCH gives you a basic background so when someone asks you "Where are you from?" or "What brings you to Ilveresh?", you have an answer to give them.

The GM staff needs a minimum of (3) paragraphs:

- (1) The first paragraph should explain a bit about your early life. Where and when you were born? Who are your parents? If you're a half-race, which parent is human? Do you have any siblings?
- (2) The second paragraph should express a bit about your character and their upbringing. Did you have any skills, friends, mentors, or connections to other PCs growing up? Did you have any rivals, enemies, or special events that helped shape your life? Do you have any major passions or fears?
- (3) The third paragraph should be about how you came to be in Ilveresh. What made you leave home? How did you get here? What do you want to do or achieve in Ilveresh?

A PCH can be as detailed or vague as you want, but please try to limit your history to one page. GM staff reviews a number of new characters each year, and will sometimes reference back for possible plot ideas or ways to include personalized details in encounters. Extremely long histories mean important facts and details about your character may be overlooked.

Don't worry about map references. The GM Staff is here to help you figure out exactly where you're from, even if you only have a general idea of the kind of community and culture you want. Let us know what you have in mind and we'll find you the right place.

Included in this email are a pair of guides. The first is the PCH Red Flags list with the (13) rules we follow to create unique characters that will fit well into our game world. The second is a worksheet with some character questions to use as a base for your history. If you have any problems or questions while completing your PCH, please let us know and we'll help you out.

When you're finished, please submit your sheet to GM@kanar.club for review.

Safe Travels,

~ Kanar GM Staff

Approved By:
Last Reviewed By:

Date: xx/xx/21
Date: xx/xx/21

Player Character History

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Red Flags

The following items will bring up a red flag in a Player Character History submission. While some flags may be reviewed and approved by GM staff, others may cause a character history to be rejected until the issue is resolved:

1. **Half-Races:** Human is the only race in our game which can produce half-race children. If your character is half-anything, make sure either both parents are the same half-race or one parent is human and the other the appropriate race.
2. **Unique Race/Class:** All races and classes available to play are listed in the rulebook. Unlisted races and classes will not be approved.
3. **Skills:** PCs histories shouldn't mention or require skills you don't start the game with. Anything you've done in your history should be believable for what you can do at your first event.
4. **Unique Skills:** PC Histories cannot include any spells, languages, or skills that are not found in our rulebook.
5. **100+ Mile Radius:** PCs cannot be from an area more than 100 miles from Ilveresh without GM approval.
6. **Nobility:** PCs cannot start the game with any family ties to nobility. All characters start from humble beginnings as commoners, though you may achieve noble titles through gameplay.
7. **Money:** PCs cannot have ties to money or ways of attaining it. Everyone starts on equal footing with the same selection of starting gear to begin their story.
8. **Magic:** PCs cannot start the game with magic items (enchanted family swords, cursed rings, etc).
9. **Powerful Creatures:** PCs cannot start the game with ties to unusual or powerful creatures.
10. **Innate Abilities:** PCs cannot start the game with innate abilities.
11. **PC Relations:** No PC history may involve another PC without written approval from the other player. Please have them email GM staff to give permission for their character to be used in your history.
12. **Copyright Infringements:** Please refrain from copyright infringement and plagiarism. Names of well-known or iconic characters will not be approved.
13. **Anything Unusual:** This covers anything else the GM staff may have questions or concerns about, including details that may clash with current plot or concepts which may not be a good fit for the setting of our game.

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Writing a Player Character History

The Basics

When writing your character's history, please include the following details:

- Parents' names?
 - Does your character know them or not?
 - Are they alive or dead? If dead, how and when did they die?
- Parents' races?
- When were you born (in-game year is 1000 years prior to the current year)?
- Where were you born?
- Where, how, and from whom did you learn your starter skills or trade?
- Why did you come to Ilveresh?

Details are the Spice of Life

If you want a little more from the game, include more details for GM staff to work with. It isn't necessary to answer these, but the thing that makes your character into a real person is the detail you put into making them.

- Do you have any siblings?
 - What are their names and gender?
 - How did you get along as children? What about now?
 - Are they alive or dead? If dead, how and when did they die?
- What was your childhood like?
- Do you have any close friends, or long-time enemies?
- Do you belong to a group?
 - If so, why? How loyal are you to them?
- What inspires you? (gold, wealth, power, title, honor, a person, the moment, etc.)
- What do you want out of life?
- Is there anything about your life you would change?
- Are you an adventurer?
 - If so, why? And what would cause you to give this up?
- What tempts your character?
- What are your true strengths and weaknesses?
- Any phobias?
- Any superstitions?
- What is your attitude towards any of the following: adventurers, friends, clerics, mages, rogues, warriors, nobility, power, wealth, good, evil, fighting, killing, execution, etc.?

Player Character History

[Player Name] - [Character Name]

Character Name:

Player Name:

Class:

Race:

Pronouns:

Date of Birth:

Home Town:

Current Town:

Mother's Name:

Mother's Race:

Father's Name:

Father's Race:

Siblings:

Character History

This section is for your long-form character history.

To be filled out by the Staff

- Red Flags -

#1 – Half Races:	N/A
#2 – Unique Race/Class:	N/A
#3 – Skills:	N/A
#4 – Unique Skills:	N/A
#5 – 100+ Mile Radius:	N/A
#6 – Nobility:	N/A
#7 – Money:	N/A
#8 – Magic:	N/A
#9 – Powerful Creatures:	N/A
#10 – Innate Abilities:	N/A
#11 – PC Relations:	N/A
#12 – Anything Unusual:	N/A
#13 – Copyright Infringements:	N/A

- GM Staff Notes -

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