

“Creating Fun Player Characters”

by Dr. Rich Staats

Origins Seminar

Columbus, Ohio

Creating Fun PCs

- Overview & Definitions
- MARKET-PC
- Questions / Answers
- Frenzied Applause!

Creating Engaging PCs

What we're trying to accomplish

The seminar explores how to create new and interesting PCs that will further your plots while being fun for the players.

The name of the game in Role-Playing for the referee is creating a world where the players can *suspend disbelief*. The techniques described in this document will aid you in achieving this objective.

The Single Page Method Description

- M - motivation
- A - Appeal
- R - Rounded
- K - Key aspect
- E - Expandability
- T - Team
- P - Participate
- C - Conflict

Motivation

- Each PC should have something that really matters to him/her
 - Culture
 - Beliefs
 - Ties: political, family
- Caution: *Cardboard character*

Appeal

- Interest
 - Different than the real world
 - Capabilities
- Identification
 - Similarities to the real world
 - Feelings, beliefs, ...

Rounded

- Breadth
- Depth
- Connected to the World
- Caution: *Pick things you are comfortable with*

Key Aspect

- What makes your world or GMing style unique?
- How could this affect the current adventure and further the plot?
- What is something that you are really proud of?

Expandability

- Character Prowess (Game Mechanics)
 - Skills
 - Levels
 - Capabilities
- Span of Control (Role-playing)
- Acquisitions (Role-playing)
 - Titles
 - Wealth
- Caution: *Avoid “Mr. Omniflex”*

Team

- Everyone has to be the hero sometimes
- Find a niche
- Encourage team play through design

Participate

- Cooperative effort
- Player buy-in
- New ideas and plots
- Encourages interaction throughout the campaign
- It's fun!!!

Conflict

- Without conflict, there is no campaign
- Based on motivations
- Can be patently unfair -- as long as it is resolved in a reasonable time
- Caution: *Easy does it!*
- Caution: *Only things you are comfortable with!*