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Roleplay character story generator

Race: Place of human birth: Home. At your birth all the milk less than a mile spoiled. Current age: 21 Charisma: 12 (1) Parents: Meet your parents. Mother: Geva Harlan, Neutral Good Human Warlock who works as a farmer. Your relationship was friendly. She's alive and well. Father: Hunter Harlan, Neutral Human Bard who works as an Academic. Your relationship was friendly. He's alive and well. Brothers: SSame age. Gerard Harlan, human druid of the neutral evil who works as a hunter. Your relationship was friendly. He's alive and well. Big brother. Richard Harlan, neutral human fighter who works as a hunter. Your relationship was friendly. He's alive and well. Big brother. Alex Harlan, a neutral human barbarian who works as a craftsman. Your relationship was friendly. He's alive and well. Big brother. Oriselda Harlan, Human Paladin Good Neutral who works as a Craftsman. Your relationship was friendly. She's alive and infamous. Big brother. Emmeline Harlan, a neutral human rogue who works as a laborer. Your relationship was friendly. She's missing. Family: You were raised by your mother and father. Lifestyle: Modest. I grew up in the desert in a Childhood Camp: Others saw you as different or strange, so you had few companions. Background: Charlatan Motivation: After a charlatan fled his family, he decided to learn the trade so that he would never be fooled by such deception again. Class: Fighter Origin: You joined the army and learned to fight as part of a group. Events: 1 You befriended an adventurer. Andrie Burrows, Neutral Half-Elf Warlock who works as an artist. Your relationship was friendly. She's alive and pretty successful. Need more help with your campaign? Check out all the other tools, generators and articles: kassoon.com/dnd/ This website exists thanks to the contribution of customers on Patreon. If you find these tools useful, consider supporting this site. Even simply disabling your ad blocker will help (it's just plain text and image ads that I promise). Becoming a customer will update your account to premium, without offering you ads or more features. Shouts: Stacey, Unslaaad Kendov, Darling, John Nazarius, Gary, Gordon Alexander Fallon, Sunscryster and Max Puplett. Your contribution is a beacon of hope for all adventurers! Generate a biography for a fictional character. For those who prefer prose to tables. Please keep your entrance family-friendly. This generator collects a few words from you and beautifies them to create a rich character. The resulting biography is written in free text rather than limited to tables and charts. Depending on the age of the character, we will generate 4-8 paragraphs of text about him or her. This is ideal for quick inspiration or for creating smaller character portfolios for later work. Character history generator / creative a description of the character / Random Character/Background Story Generator Do you want to write a custom short story very quickly? Choose a opening and ending type, naming your character, choosing some adjectives and writing a story for you. Use the form below for your queued story. Please keep your entrance family-friendly. Short Story Generator/Story Plot Writer/Story Idea Generator/Random Story Generator/Story Writer/Story Maker/Story Builder/Story Maker Edit Share Many people on RP servers choose not to immerse themselves in the role playing game and play the game as if they were on a normal server. There are a variety of reasons for this type of behavior: lack of interest, lack of time, lack of contacts, lack of experience, lack of skill, lack of knowledge, but above all lack of creativity. What probably suffers most from the latter is the background of a character. No RP character on an established stage has fallen from space, emerging as an adult man with no past and childhood. Except for the Draenei, they fell from space, both figuratively and literally... To shorten a long story, an RP character needs a background. Finite cause. A background not only serves as a purely aesthetic trick, it is an explanation of how the character became who he is now and why the character landed in the place the player chose for him. Last but not least, a background usually contains plot hooks for the future RP. A character's background is hard to create and easy to spoil, anyone who has seen websites like Rotten Apples or Warcraft Sues will easily agree. Making a good character with a solid background requires at least a rudimentary knowledge of the tradition of the stage and an underlying idea of the character. Not everyone is able to produce the latter to the drop of a hat. This article is meant to help these people – often RP novices – reach credible ROLE-playing characters by providing them with simple ideas that can be combined and modified according to one's tastes and desires. From my experience most people just need a push in the right direction to get things hanged. The ideas below are meant to be a push. Use [edit] | edit source] The funds presented below are divided into a general section for funds that can be easily applied to all or most races in WoW and racial sections (in alphabetical order) for ideas that fit only this particular race. Each section consists of three parts: the Past, an important event that helped make the character who it is; the present, the character's situation at the beginning of his RP career and the future, a coming event and the character should be prepared for. You, the player, as long as you don't have a unique idea on your own, you choose an event from each category (Past, Present, and Future) by any method you want to use: you can choose, you can roll a dice, you can use cards, it doesn't matter. Use ideas in the general section and in the section designed for your career. However, if you feel like experimenting and knowing what you're doing don't hesitate using ideas intended for races other than your character's. Be creative, be reasonable. Sketches is an important word. Not only do you choose three ideas, but you also need to fill them with fluff of your choice, names, characters, places, modify them, and expand them. Many of them seem to require the presence of another player character to exercise. This is intended, it is meant to approach the Sh'atarrp community, most of which reside on the /LFRP and /LFRPOOC channels on the Alliance side, horde equivalents are /HordeRP and /WARDEF. Join them, talk about it, make arrangements. A new role-playing player is very likely to receive a lot of goodwill and help with characterization, all you need to do is ask. Everyone will help a novice role player. General[edit] | edit source] Past[edit] | edit source] These are events that have shaped his character and made him what he is today. Some of them can still hang on their heads. Your father had a long and distinguished service in the army. Follow in his footsteps. When you were young, you broke your arm. It heals, but you can still predict the weather with ease. When you were young, you were seriously injured because of a careless mistake. Since then you've been very cautious about everything you do. You've had an encounter with a thing so terrifying that it altered the course of your life forever. You still wake up screaming at night when you dream of their gloomy tentacles twisting your soul. Your family has always been devoutly religious and you're no exception. You've spent a year as a hermit, trying to make sense of the injustice of the world. Present[edit] | edit source] These are events where your character might find him tangled up at the beginning of his PR career. They'd better be treated soon, otherwise you might find yourself in a real pandemonium. You've finished a year as a fortress builder in Northrend. You spent all day breaking rocks in a rough sun or icy wind and you were bruised and sore every night. However, you are now much more resistant to pain and tiredness than before. You have been relatively inactive in recent times and had time to catch up with your reading. After recently joining the armed forces you developed a stubborn streak that made you very unpopular with the officers. Your country condemned you for something terrible. They dragged you through the streets, people screaming curses and throwing rotten vegetables at them. Then the sentence fell... Exile. He has recently joined the Alliance or the Horde Armed Forces. Your duties are simple, but of course. As a wandering mercenary, lately you've been forced to serve a powerful family. In addition to your other duties, you have been accused of a long-term mission: to discover the fate of the heir to the family who disappeared years ago. Recently a fragment of strange metal as he wandered. You picked it up, just to dissolve in your hand. Just as it did, the world around you stopped by the flicker of one eye. Once you the shock off, you realized that everything was moving a little slower than before and that you have reflections like that of a cat. However, the fragment also had some unpleasant side effects: you find it constantly shaking and unable to sit still. Plus, you're worried you might be aging at an accelerated rate. Future[edit] | edit source] These are events that loom in your character's future. They can be caused by the actions of the character in the past or the decisions he has not yet made. Predictions are intentionally vague. Blood Elf[edit] | edit source] Past[edit] | edit source] As a child you always eluded your noble playmates, preferring the zeal and innocence of peasant children over superficial machinations. You brought them food, toys and when you were older, money. It is known that you are charitable and honorable, with the best interests of all in your heart. During the Second War, your whole town has been razed by orcs. You've located the commander who was responsible for your carnage, but he defeated you alone. You haven't seen him since to extract revenge, and your only consolation is that he's not getting any younger. Your great-aunt, a powerful archmage while she was still alive, gave you a beautiful sword when you were young. Since then it has saved your life countless times, twisting in your hand to deflect incoming blows as if it had a life on its own. A long time ago, you fell in love with another bright-eyed tall elf. However, everything crumbles when he left Quel'thalas to seek refuge in human lands. Present[edit] | source of editing] His father was recently charged with an appalling and executed crime. Since then your name bears the stain of his dishonor. You've sworn you'll clear your last name. A fight at an inn turned out to be more violent than anyone could have expected, and now they're looking for you for the person you killed. Future[edit] | edit source] Dwarf[edit] | edit source] Pas[edit] | edit source] One night you were having a drink with some friendly men in bright uniforms. The next day you found out you joined the army! As a political favor you received membership in a paladin order. However, it will always be treated as a joke until it proves its value. While traveling in Ashenvale last year, he found a very small man trapped under a fallen tree. Tensing, you lifted the heavy trunk long enough for the little man to twist. As a reward, he waved his hand and you felt dizzy for a moment. Then he said, There. Now you may become one of the strongest people in Azeroth if you wish. Then, right in front of your eyes, he became a deer and ran into the woods. You were recently caught on Bloodmyst Isle at dusk. You lost sight of time and only noticed the dimming light as the sun was disappearing. You ran along the trails in an effort to get out of the woods before it came too late to darken and see, but along the way you were bitten by a snake that appeared to be made of shadows. Feeling unwell, you managed to stumble and return to a safe haven. Since then, you have found that the touch of your bare skin caused mild pain but very noticeable to others. You are concerned that this was only the first effect of the snake's venom and that other, more pronounced effects may occur. 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