

Group Template

Each of these questions should be elaborated on, a simple yes/no answer will cheat you of the whole value that can be created from describing the answers to these questions. All players (including the GM) should be involved in answering this questionnaire. This questionnaire is not in any specific order, feel free to browse through and jump back and forth between questions to flush out your answers.

Is there a specific association already present between the characters based on the needs of the campaign? Do they run a business? Are they part of the same organization?

Is there any specific character composition or requirements based on the needs of the campaign or group? Are certain character classes necessary? Specific languages, skills or abilities mandatory? Are there any restrictions on the players?

What is the name of the PC's group? Do they have a symbol?

What is the purpose of the PC's group?

What is group's greatest strength? Their greatest weakness?

Does the group have a secret, and what will happen if it is discovered?

Does the group have a reputation?

Is the group part of a larger organization?

What is the group's association to it's surrounding society?

How was the group formed?

Does the group share any possessions or assets? Do they have a base of operations?

Why does the group stay together? What keeps them coming back to each other when the chips are down?

Describe how the party arrived at the current situation, and describe the current situation at the start of the campaign.

Each character should describe how they know the rest of the party in their backgrounds. Describe any strong relationships present.