

# WANDERLUST THE TRAVELER

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A creative game and tool for generating characters with deep backstories for use in fantasy-oriented TTRPGs. Expected playtime of 10-30 minutes.

Designed by Dan Dangond.

Wanderlust  
The Traveler

Created by  
Dan "Guatapuri" Dangond

@StudioOnward on Twitter  
onward.games  
dan@onward.games

Version 1.0  
July 19, 2022

Digital Version available at  
[onward-games.itch.io](https://onward-games.itch.io)

# ONWARD!

# INTRODUCTION

Welcome to Wanderlust! Wanderlust is a character creation system designed to help TTRPG players craft more flavorful backgrounds for their PCs. By combining randomized prompts and unexpected events with a baseline built by you, the player, this system ensures you walk away with a different character every time! For reference, three sample characters are included at the end of this book to provide guidance and inspiration for how to play.

## HOW TO PLAY

1) To begin, you must first determine a few basic facts about your character in the **Creation Phase**. This includes details such as their name and age, but you will also be given a Theme to keep in mind during the next phase. If you already have a general idea of what kind of character you want to play, you can either flesh it out further here or skip this section.

2) After your character's baseline is set, you are ready to begin the **Development Phase**. During this phase, you will be presented with various questions that ask you to expand upon your character's backstory. For each question, you will roll on the corresponding prompt table, and you are encouraged to use both the prompt and your character's Theme in your responses. I recommend rolling on all prompt tables first before answering the questions, as this allows you to better consider how the different prompts play into each other. This phase makes up the bulk of the game and is where your character's story gets a chance to form and shine through.

3) Once you have finished answering all of the prompts, you will wrap up with the **Threshold Phase**. In this phase you will summarize your character's goals and determine what causes your character's world to change forever. You will be given a single prompt with which you will create a compelling reason for your character to become an adventurer.

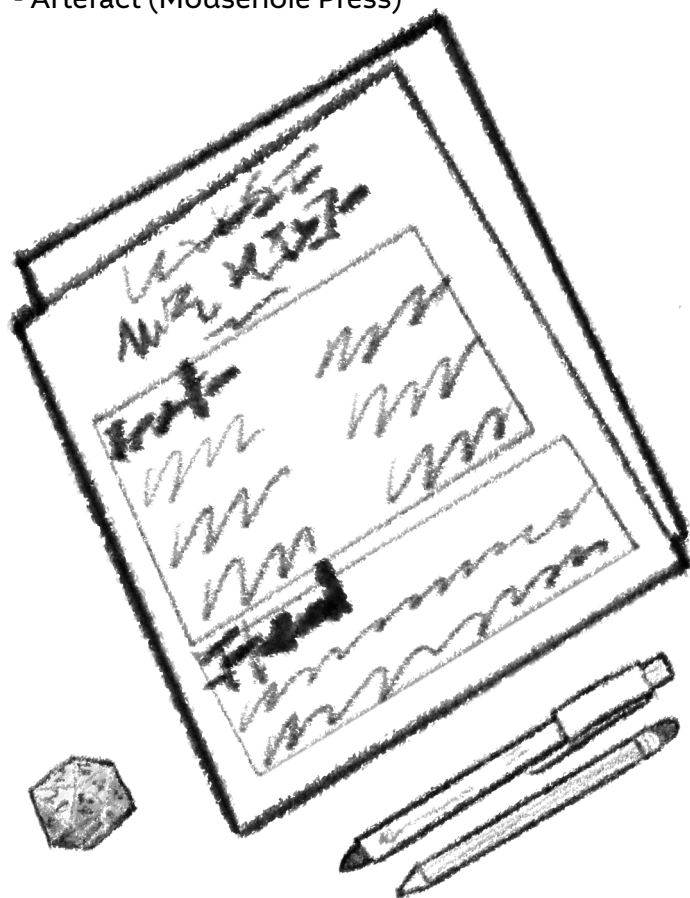
4) Once the Threshold Phase is complete, you're done! Congrats! Feel free to go back and tie together any loose ends if you wish. Alternatively, leave them open for your GM to build into quests!

## WHAT YOU NEED

- This Rulebook
- A Pencil or A Pen
- The Included Playkit
- A D20 or A Random Number Generator

## INSPIRATION

- Ex Novo (Sharkbomb Games)
- Dialect (Thorny Games)
- The Quiet Year (Buried Without Ceremony)
- Universal NPC Emulator (Conjecture Games)
- Artefact (Mousehole Press)



# CREATION PHASE

In the Creation Phase, you will create the base upon which your character will be built. You will do this by writing down some basic information and deciding on a Theme that will help guide you through the rest of the game.

## BASICS

Before getting started, define the basics of your character. Choose their name, age, gender, or any other descriptor that helps you get a vague sense of who they are. You can do this after the Threshold Phase if you prefer naming your character after creating their backstory, but I find it fun and useful to be guided by my character's name during creation.

## THEME

To decide on a Theme for your character, roll on the Theme-Adjective and Theme-Noun tables to generate an adjective and a noun that will define your character. This Theme is meant to guide you as you proceed through the game, so keep it in mind when answering later questions.

Theme - Adjective	
01	Wandering
02	Mysterious
03	Adventurous
04	Wayfaring
05	Independent
06	Charming
07	Headstrong
08	Wealthy
09	Worldly
10	Foreign
11	Eccentric
12	Avaricious
13	Curious
14	Swashbuckling
15	Resourceful
16	Quick-Thinking
17	Dauntless
18	Daredevil
19	Stealthy
20	Rugged

Theme - Noun	
01	Outsider
02	Hunter
03	Delver
04	Pioneer
05	Sailor
06	Explorer
07	Bard
08	Prospector
09	Globetrotter
10	Chronicler
11	Cartographer
12	Scavenger
13	Scout
14	Envoy
15	Exile
16	Aristocrat
17	Trader
18	Wayfinder
19	Archaeologist
20	Nomad

# DEVELOPMENT PHASE

In the Development Phase, you will be presented with various questions that ask you to expand upon your character's backstory. By answering these questions with your character's Theme in mind, you will develop both your character and their place in the world.

## QUESTIONS

Each question in this section is accompanied by a corresponding prompt table. Before answering each question, roll on the prompt table and take the prompt into account when crafting your response. These questions are meant to provoke short, interesting responses; one to two sentences per question is plenty. Although not required, I recommend rolling prompts for all the questions and writing them down before beginning to answer them. This gives you a bigger pool of ideas to draw from as you make connections between the different questions. For the Bonus Question at the end of the development phase, please note that you roll both for the question you will answer and for that question's prompt. Do not answer all of the Bonus Questions, as it will likely make for an overly-complex character with too many plot threads to follow.

### Where Are They Going?

*The journey is more important than the destination, or so the saying goes. Some people disagree. What is your character's destination?*

- |    |                           |
|----|---------------------------|
| 01 | A Bustling City           |
| 02 | An Abandoned Ruin         |
| 03 | A Mysterious Forest       |
| 04 | Their Long-Lost Home      |
| 05 | A Wizard's Tower          |
| 06 | An Impregnable Castle     |
| 07 | A Place Of Powerful Magic |
| 08 | A Monster's Lair          |
| 09 | A Forgotten Crypt         |
| 10 | An Active Volcano         |
| 11 | A Humble Village          |
| 12 | A King's Court            |
| 13 | A Sacred Grove            |
| 14 | A Holy Place              |
| 15 | A Remote Island           |
| 16 | A Guild's Headquarters    |
| 17 | A Secret Society          |
| 18 | An Unmatched Library      |
| 19 | A Prestigious University  |
| 20 | A Legendary Arena         |

### What Do They Seek?

*It takes a lot for someone to leave what is safe and known. What do they hope to find at their destination? What drives them on their journey?*

- |    |                                |
|----|--------------------------------|
| 01 | Obscure Knowledge              |
| 02 | A Life-Changing Opportunity    |
| 03 | Incredible Wealth              |
| 04 | Powerful Magic                 |
| 05 | New Allies                     |
| 06 | A Mythical Artifact            |
| 07 | Revenge For A Past Wrong       |
| 08 | A Cause To Join                |
| 09 | A Fantastic Adventure          |
| 10 | Personal Redemption            |
| 11 | A Worthy Opponent              |
| 12 | A Truth About Their Past       |
| 13 | Fulfillment Of A Prophecy      |
| 14 | Avoidance Of A Prophecy        |
| 15 | To Defend Their Family's Honor |
| 16 | To Find Themselves             |
| 17 | To Protect Others              |
| 18 | To Become Legendary            |
| 19 | To Escape Responsibilities     |
| 20 | To Escape Their Past           |

### What Is Working Against Them?

*No one said the journey would be easy. What forces are arrayed against your character? Why are these obstacles in their way? Is there a greater villain plotting behind this?*

- 01 A Terrible Monster
- 02 A Secretive Group
- 03 Bounty Hunters On Their Trail
- 04 The Law
- 05 Religious Fanatics
- 06 A Personal Rival
- 07 Their Own Fear
- 08 Dangerous Weather
- 09 An Ancient Prophecy
- 10 An Evil Cult
- 11 An Awakened Spirit
- 12 Unnavigable Terrain
- 13 A Powerful Curse
- 14 A Limited Time Frame
- 15 An Angry God
- 16 A Magical Barrier
- 17 A Volatile Artifact
- 18 Someone Who Wants What They Want
- 19 A Spiteful Enemy
- 20 A Greedy Aristocrat

### What Remains Unknown To Them?

*The wider world is a mysterious place. What about your character's journey remains uncertain? What critical information do they lack? Why?*

- 01 Their Destination's Exact Location
- 02 Who Sent Them On This Journey
- 03 What Precisely They're Looking For
- 04 How To Get To Their Destination
- 05 The True Identity Of The Villain
- 06 What Will Happen If They Fail
- 07 Fate Of Last Person Who Attempted Journey
- 08 How Much Time They Have To Succeed
- 09 Why The Villain Works Against Them
- 10 The Location Of A Required Artifact
- 11 The Identity Of A Required Artifact
- 12 A Secret Passphrase
- 13 The Meaning Of A Strange Dream
- 14 A Forgotten Prophecy
- 15 Their Own Origin
- 16 The True Motives Of Those Who Sent Them
- 17 The Meaning Of A Riddle
- 18 The Solution To A Puzzle
- 19 The Nature Of A Magical Barrier
- 20 The Villain's Weakness

### Who Have They Met On Their Journey?

*The world is full of all sorts of people. Who has your character run into during their travels? What happened when your character met them?*

- 01 Roaming Bandits
- 02 A Well-Connected Noble
- 03 A Leader Of A Guild
- 04 A Fellow Traveler
- 05 An Unexpected Friend
- 06 A Stranger In Need
- 07 A Suspicious Character
- 08 A Knowledgeable Relative
- 09 An Elusive Pickpocket
- 10 A Helpful Spirit
- 11 A Heroic Figure
- 12 A Loyal Knight
- 13 A Friendly Priest
- 14 An Eager Student
- 15 A Mischievous Magical Being
- 16 A Cursed Individual
- 17 The Villain's Forces
- 18 A Treasured Mentor
- 19 Someone Who Betrayed Them
- 20 Someone Who Saved Their Life

### Bonus Question - Roll and Answer

*Roll on this table, then roll on the corresponding question's table. Use this as an opportunity to tie their personality to the other responses.*

- 01 What Is Their Greatest Regret?
- 02 What Are They Proud Of?
- 03 What Secret Do They Hide?
- 04 What Do They Most Desire?
- 05 What Is Their Greatest Flaw?
- 06 What Is Their Greatest Strength?
- 07 What Is Their Greatest Fear?
- 08 What Angers Them?
- 09 What Do They Stand For?
- 10 What Do They Respect?
- 11 What Would They Die For?
- 12 What Burdens Do They Carry?
- 13 What Possession Do They Treasure?
- 14 What Do They Miss?
- 15 Who Do They Admire Most?
- 16 Who Do They Dislike?
- 17 Who Have They Helped?
- 18 Who Helped Them?
- 19 Who Have They Hurt?
- 20 Who Hurt Them?

### 01 - What Is Their Greatest Regret?

*Everyone has regrets. Your character regrets one thing in particular above all else. What do they regret the most? What happened?*

- 01 A Broken Relationship
- 02 Death Of Someone Close
- 03 Not Being There For Someone
- 04 A Fight
- 05 An Accident
- 06 Not Standing Up For Something
- 07 A Broken Community
- 08 Time Wasted
- 09 Words Left Unsaid
- 10 Not Making Amends
- 11 Settling Down
- 12 Being Too Trusting
- 13 A Bad Deal
- 14 Lack Of A Childhood
- 15 Hurting Someone
- 16 A Missed Opportunity
- 17 Leaving Something Behind
- 18 Leaving Someone Behind
- 19 A Betrayal
- 20 A Failure

### 02 - What Are They Proud Of?

*Too much pride can be harmful to others. A lack of pride can be harmful to oneself. What is your character proud of? How proud are they?*

- 01 Their Work
- 02 Their Title
- 03 Their Family
- 04 Their Relationships
- 05 Their Ancestors
- 06 Their Knowledge
- 07 Their Skills
- 08 Their Accomplishments
- 09 Their Travels
- 10 Their Dedication
- 11 Their Wealth
- 12 Their Traditions
- 13 Their Values
- 14 Their Success
- 15 Their Nation
- 16 Their Appearance
- 17 Their Possessions
- 18 Their Popularity
- 19 Their Independence
- 20 Their Community

### 03 - What Secret Do They Hide?

*Secrets have a way of coming to light if you're not careful. What secrets does your character hold? What would it mean if they were discovered?*

- 01 Romance
- 02 Addiction
- 03 Criminal Activity
- 04 Alter Ego
- 05 Family History
- 06 Personal History
- 07 Ideology
- 08 A Debt
- 09 A Lie
- 10 Dislike Towards Someone
- 11 An Embarrassing Incident
- 12 A Fear
- 13 A Mistake
- 14 A Failure
- 15 Not Who They Say They Are
- 16 Guilt
- 17 Connection To Group
- 18 Connection To Person
- 19 An Insecurity
- 20 A Regret

### 04 - What Do They Most Desire?

*A strong desire can easily become the driving force behind everything a person does if they can't control it. What do they desire? Can they control it?*

- 01 Fame
- 02 Fortune
- 03 Love
- 04 Respect
- 05 Justice
- 06 Power
- 07 Wealth
- 08 Adoration
- 09 Peace
- 10 Knowledge
- 11 Friends
- 12 Family
- 13 Success
- 14 Becoming The Best
- 15 A Challenge
- 16 Revenge
- 17 Freedom
- 18 Protecting The Weak
- 19 Equality
- 20 Atonement

### 05 - What Is Their Greatest Flaw?

*Nobody is perfect. It is our imperfections that make us who we are. What is your character's greatest flaw? How has it bitten them in the back?*

- |    |                        |
|----|------------------------|
| 01 | Arrogant               |
| 02 | Impatient              |
| 03 | Greedy                 |
| 04 | Easy To Anger          |
| 05 | Stubborn               |
| 06 | Indecisive             |
| 07 | Pretentious            |
| 08 | Rebellious             |
| 09 | Boastful               |
| 10 | Immature               |
| 11 | Naive                  |
| 12 | Perfectionist          |
| 13 | Tactless               |
| 14 | Self-Righteous         |
| 15 | Know-It-All            |
| 16 | Superstitious          |
| 17 | Overly Competitive     |
| 18 | Gullible               |
| 19 | Can't Keep A Secret    |
| 20 | Bad Judge Of Character |

### 06 - What Is Their Greatest Strength?

*Everyone has something they are good at. What personality trait allows your character to stand out above the rest?*

- |    |                     |
|----|---------------------|
| 01 | Patient             |
| 02 | Decisive            |
| 03 | Cool Under Pressure |
| 04 | Compassionate       |
| 05 | Loyal               |
| 06 | Encouraging         |
| 07 | Humble              |
| 08 | Reliable            |
| 09 | Born Leader         |
| 10 | Resourceful         |
| 11 | Tactful             |
| 12 | Witty               |
| 13 | Courageous          |
| 14 | Optimistic          |
| 15 | Inventive           |
| 16 | Resilient           |
| 17 | Principled          |
| 18 | Driven              |
| 19 | Charming            |
| 20 | Honest              |

### 07 - What Is Their Greatest Fear?

*Fear paralyzes even the strongest people. It tugs at your heart until you can't think straight. What does your character fear above all else? Why?*

- |    |                                |
|----|--------------------------------|
| 01 | Being Alone                    |
| 02 | Being Hated                    |
| 03 | Heights                        |
| 04 | Being Abandoned                |
| 05 | Ghosts/Undead                  |
| 06 | Water                          |
| 07 | The Gods                       |
| 08 | Caverns                        |
| 09 | Fire                           |
| 10 | Failure                        |
| 11 | Criticism                      |
| 12 | Hurting Others                 |
| 13 | Loss of Status                 |
| 14 | Secret Revealed                |
| 15 | Their Past                     |
| 16 | Disappointing Others           |
| 17 | Being Unworthy                 |
| 18 | A Specific Person              |
| 19 | Something They Encounter Often |
| 20 | A Specific Place               |

### 08 - What Angers Them?

*Anger, like fire, can easily grow out of control and consume the wielder, but it can also be a powerful tool. What throws your character into a rage?*

- |    |                           |
|----|---------------------------|
| 01 | Being Disrespected        |
| 02 | Being Ignored             |
| 03 | Being Embarrassed         |
| 04 | Failure                   |
| 05 | Disrespect Towards Nature |
| 06 | Being Wronged             |
| 07 | Perfectionism             |
| 08 | Self-Righteousness        |
| 09 | Loss Of Trust             |
| 10 | Bigotry                   |
| 11 | Greed                     |
| 12 | Stubbornness              |
| 13 | Crime                     |
| 14 | Pretentiousness           |
| 15 | Authority/Rules           |
| 16 | Their Past                |
| 17 | A Specific Person         |
| 18 | The Gods                  |
| 19 | The Wealthy               |
| 20 | Tyranny                   |



### 09 - What Do They Stand For?

*Those who stand for nothing will fall for anything. What moral values does your character believe in above all else? What pushed them to take this stance?*

- |    |                |
|----|----------------|
| 01 | Freedom        |
| 02 | Justice        |
| 03 | Law            |
| 04 | Equality       |
| 05 | Fairness       |
| 06 | Loyalty        |
| 07 | Forgiveness    |
| 08 | Truth          |
| 09 | Respect        |
| 10 | Duty           |
| 11 | Patriotism     |
| 12 | Integrity      |
| 13 | Courage        |
| 14 | Compassion     |
| 15 | Peace          |
| 16 | Responsibility |
| 17 | Humility       |
| 18 | Redemption     |
| 19 | Hard Work      |
| 20 | Cooperation    |

### 10 - What Do They Respect?

*Earning someone's respect is a tricky task that varies from person to person. What actions can be done by others to earn your character's respect?*

- |    |                        |
|----|------------------------|
| 01 | Help The Needy         |
| 02 | Victory In Competition |
| 03 | Hard Work              |
| 04 | Selflessness           |
| 05 | Determination          |
| 06 | Mutual Respect         |
| 07 | Loyalty                |
| 08 | Humility               |
| 09 | Self-Reliance          |
| 10 | Leadership             |
| 11 | Bravery                |
| 12 | Power                  |
| 13 | Wealth                 |
| 14 | Redemption             |
| 15 | Cooperation            |
| 16 | Lawfulness             |
| 17 | Community              |
| 18 | Love For Nature        |
| 19 | Care For The Weak      |
| 20 | Honesty                |

### 11 - What Would They Die For?

*To give one's life for something is the ultimate sacrifice. What is so important to your character that they would die to protect or accomplish it?*

- |    |                                  |
|----|----------------------------------|
| 01 | A Loved One                      |
| 02 | A Friend                         |
| 03 | A Secret                         |
| 04 | A Ruler                          |
| 05 | A Belief                         |
| 06 | Someone Who Earned Their Respect |
| 07 | A Family Member                  |
| 08 | The Helpless                     |
| 09 | Their Home                       |
| 10 | Their Morals                     |
| 11 | Redemption                       |
| 12 | A Cause                          |
| 13 | Their Honor                      |
| 14 | Revenge                          |
| 15 | Their Community                  |
| 16 | The Innocent                     |
| 17 | Freedom                          |
| 18 | A Life Debt                      |
| 19 | Nature                           |
| 20 | The Greater Good                 |

### 12 - What Burdens Do They Carry?

*Sometimes, an event is so impactful that it changes you fundamentally as a person. What burdens from their past does your character carry?*

- |    |                |
|----|----------------|
| 01 | A Betrayal     |
| 02 | A Secret       |
| 03 | A Death        |
| 04 | A Crime        |
| 05 | A Relationship |
| 06 | A Romance      |
| 07 | A Failure      |
| 08 | A Mistake      |
| 09 | A Curse        |
| 10 | A Punishment   |
| 11 | A Shame        |
| 12 | A Scandal      |
| 13 | A Regret       |
| 14 | A Sorrow       |
| 15 | A Heartache    |
| 16 | A Fear         |
| 17 | A Trauma       |
| 18 | A Memory       |
| 19 | An Addiction   |
| 20 | An Obsession   |

### 13 - What Possession Do They Treasure?

*A person can find meaning in their possessions in many different ways. What possession does your character hold dear? What makes it special?*

- |    |                   |
|----|-------------------|
| 01 | A Locket          |
| 02 | A Letter          |
| 03 | A Tool            |
| 04 | A Weapon          |
| 05 | A Skill           |
| 06 | A Map             |
| 07 | A Drawing         |
| 08 | A Ticket          |
| 09 | A Book            |
| 10 | A Trinket         |
| 11 | A Journal         |
| 12 | A Coin            |
| 13 | A Note            |
| 14 | A Gemstone        |
| 15 | A Piece Of Fabric |
| 16 | A Recipe          |
| 17 | A Toy             |
| 18 | A Key             |
| 19 | An Heirloom       |
| 20 | An Instrument     |

### 14 - What Do They Miss?

*Distance makes the heart grow fonder. As a result of something in their past, your character is separated from something they miss. What?*

- |    |                        |
|----|------------------------|
| 01 | A Childhood Friend     |
| 02 | A Colleague            |
| 03 | A Family Member        |
| 04 | A Lover                |
| 05 | A Mentor               |
| 06 | A Student              |
| 07 | A Rival                |
| 08 | Their Community        |
| 09 | Their Home             |
| 10 | Being Adored           |
| 11 | Traveling              |
| 12 | A Simple Life          |
| 13 | Freedom                |
| 14 | Spirituality           |
| 15 | Peace                  |
| 16 | An Exclusive Group     |
| 17 | Their Childhood        |
| 18 | Their Pride            |
| 19 | Their Honor            |
| 20 | Their Sense of Purpose |

### 15 - Who Do They Admire Most?

*Our heroes inspire and push us to be more like them. Who does your character idolize? What about them draws your character's admiration?*

- |    |                    |
|----|--------------------|
| 01 | People Of The Past |
| 02 | A Legendary Figure |
| 03 | Royalty            |
| 04 | A Friend           |
| 05 | A Relative         |
| 06 | An Exclusive Group |
| 07 | A Lover            |
| 08 | A Colleague        |
| 09 | A Mentor           |
| 10 | A Student          |
| 11 | A Hero             |
| 12 | A Rebel            |
| 13 | A Leader           |
| 14 | An Innovator       |
| 15 | A Risk-Taker       |
| 16 | A Spiritual Person |
| 17 | A Selfless Person  |
| 18 | A Wise Person      |
| 19 | An Expert          |
| 20 | A Survivor         |

### 16 - Who Do They Dislike?

*Our enemies inspire and push us to be less like them. Who does your character dislike or hate? What about them draws your character's ire?*

- |    |                    |
|----|--------------------|
| 01 | People Of The Past |
| 02 | A Legendary Figure |
| 03 | Royalty            |
| 04 | A Challenger       |
| 05 | A Rival            |
| 06 | An Enemy           |
| 07 | A Relative         |
| 08 | A Colleague        |
| 09 | An Exclusive Group |
| 10 | A Leader           |
| 11 | A Rebel            |
| 12 | A Hypocrite        |
| 13 | A Competitor       |
| 14 | A Selfish Person   |
| 15 | A Liar             |
| 16 | A Cheater          |
| 17 | A Thief            |
| 18 | A Bigot            |
| 19 | A Coward           |
| 20 | A Murderer         |

### 17 - Who Have They Helped?

*Who a person takes the time to help goes a long way to showing their character. Who has your character helped in the past? In what way?*

- |    |                   |
|----|-------------------|
| 01 | The Poor          |
| 02 | The Needy         |
| 03 | A Friend          |
| 04 | A Relative        |
| 05 | A Lover           |
| 06 | A Ruler           |
| 07 | A Mentor          |
| 08 | A Student         |
| 09 | A Stranger        |
| 10 | A Criminal        |
| 11 | A Hero            |
| 12 | A Rebel           |
| 13 | A Liar            |
| 14 | A Rival           |
| 15 | An Enemy          |
| 16 | Their Community   |
| 17 | A Secretive Group |
| 18 | A Religious Group |
| 19 | An Outcast        |
| 20 | A Dying Person    |

### 18 - Who Helped Them?

*A helping hand in a time of need can make all the difference in one's life. Who has lent such a hand to your character? How did they help?*

- |    |                   |
|----|-------------------|
| 01 | The Poor          |
| 02 | The Needy         |
| 03 | A Friend          |
| 04 | A Relative        |
| 05 | A Lover           |
| 06 | A Ruler           |
| 07 | A Mentor          |
| 08 | A Student         |
| 09 | A Stranger        |
| 10 | A Criminal        |
| 11 | A Hero            |
| 12 | A Rebel           |
| 13 | A Liar            |
| 14 | A Rival           |
| 15 | An Enemy          |
| 16 | Their Community   |
| 17 | A Secretive Group |
| 18 | A Religious Group |
| 19 | An Outcast        |
| 20 | A Dying Person    |

### 19 - Who Have They Hurt?

*Sometimes, we hurt other people in our lives either intentionally or unintentionally. Who has your character hurt through their actions? How?*

- |    |                          |
|----|--------------------------|
| 01 | A Friend                 |
| 02 | A Family Member          |
| 03 | A Lover                  |
| 04 | A Ruler                  |
| 05 | A Mentor                 |
| 06 | A Student                |
| 07 | A Rival                  |
| 08 | A Criminal               |
| 09 | An Outcast               |
| 10 | A Colleague              |
| 11 | A Hero                   |
| 12 | Nature                   |
| 13 | A Secretive Group        |
| 14 | A Religious Group        |
| 15 | A God                    |
| 16 | Someone Who Trusted Them |
| 17 | Someone Innocent         |
| 18 | Someone Powerful         |
| 19 | Someone Wealthy          |
| 20 | Their Community          |

### 20 - Who Hurt Them?

*A breach of trust can cause irreparable damage to a relationship. Who has hurt your character in the past? What did they do?*

- |    |                          |
|----|--------------------------|
| 01 | A Friend                 |
| 02 | A Family Member          |
| 03 | A Lover                  |
| 04 | A Ruler                  |
| 05 | A Mentor                 |
| 06 | A Student                |
| 07 | A Rival                  |
| 08 | A Criminal               |
| 09 | An Outcast               |
| 10 | A Colleague              |
| 11 | A Hero                   |
| 12 | Nature                   |
| 13 | A Secretive Group        |
| 14 | A Religious Group        |
| 15 | A God                    |
| 16 | Someone Who They Trusted |
| 17 | Someone Adored By Others |
| 18 | Someone Powerful         |
| 19 | Someone Wealthy          |
| 20 | Their Community          |

# THRESHOLD PHASE

In the Threshold Phase, you will wrap up character creation by summarizing your character so far and applying a twist to their story to set them off on their adventure.

## SUMMARY

Take a moment to write down a 1-2 sentence summary of your character by answering the following questions:

**What is at stake for them?**  
**What do they care about?**

## ADVENTURE PROMPT

Using everything you have created so far, roll on the Adventure Prompt table and explain what happens and how your character responds. Your response here is the explanation for why your character is going on an adventure, so keep that in mind.

Adventure Prompt	
01	New Time Limit To Reach Destination
02	What They Seek Is Not At Destination
03	Must Reach Destination Before Others
04	What They Seek Is Not What They Thought
05	Their Enemies Are Too Powerful For Now
06	They Realize They Were On The Wrong Side
07	Someone Took What They Were Seeking
08	Suspicious Deaths Connected To Quest
09	All Support From Allies Vanishes
10	They Are Betrayed By Someone They Trust
11	They Receive An Important Clue
12	They Fall Into A Trap And Narrowly Escape
13	They Are Forced To Make A Devil's Bargain
14	They Are Blackmailed By Their Enemies
15	They Lose A Valuable Possession
16	They Are Held Back By Personal Demons
17	A Mysterious Stranger Changes Everything
18	The True Stakes Are Revealed
19	They Are Forced To Find Another Way
20	A Powerful Individual's Secret Is Discovered

## WRAPPING UP

Congratulations, you're done! Feel free to go back and tie up loose ends or leave them open for your GM to create quests with!

CHARACTER NAME

# THE TRAVELER

also known as

THE

THEME

## DEVELOPMENT

Where are they going?

What do they seek?

What is working against them?

What remains unknown to them?

Who have they met on their journey?

Bonus:

## THRESHOLD

What is at stake for them? What do they care about?

Adventure Prompt:

# Elsina Svinra

CHARACTER NAME

## THE TRAVELER

also known as

## THE Eccentric Outsider

THEME

### DEVELOPMENT

Where are they going?

(An Unmatched Library)

The crown jewel of the city of Belkalen, the Library of the College of the Mage Stone is the continent's largest library, and it is there where Elsina is headed.

What do they seek?

(Revenge For A Past Wrong)

The head librarian is a powerful wizard and the younger sister of the arch mage of the College. However, long ago, she stole a priceless magical amulet from the Svinra family, using it to boost her magical capabilities. Elsina seeks revenge against her for this crime, and hopes to reclaim the amulet.

What is working against them?

(Bounty Hunters On Their Trail)

It seems, however, that the head librarian has caught wind of Elsina's plan. She has encountered several bounty hunters intent on stopping her on her way to Belkalen, but has managed to evade them each time.

What remains unknown to them?

(The Location Of A Required Artifact)

Elsina's contact in Belkalen who originally spotted the amulet has informed Elsina of the amulet's mysterious disappearance in recent weeks. This coincided roughly with when the bounty hunters started to appear, and must mean that the librarian has hidden it somewhere, but the question remains: where?

Who have they met on their journey?

(A Knowledgeable Relative)

Elsina met with her uncle, a powerful wizard in his own right, before heading out on her journey. He taught her a few spells when she was younger, and showed her a few more to prepare her for her journey and to allow her to make use of the amulet's magic when reclaiming it.

Bonus: What is their greatest flaw?

(Overly Competitive)

Elsina has always been overly competitive, and despises losing. She will not accept failure on this quest, and wants to ensure that the head librarian is put in her place.

### THRESHOLD

What is at stake for them? What do they care about?

Elsina needs to undergo this quest in order to defend her family's pride, reclaim what was stolen, and satisfy her personal need for revenge.

Adventure Prompt: **Someone Took What They Were Seeking**

While traveling on an empty road, she was attacked once again by twin bounty hunters. Having no means of outrunning them, she fought, and successfully overpowered them with her magic. After questioning them, she discovered a note from the head librarian telling them to "reclaim the amulet from Elsina Svinra". Confused, the bounty hunters revealed that the amulet had been stolen from the head librarian several weeks ago, and believed that Elsina had stolen it. With no other leads, Elsina continued to the city of Belkalen to see what she could find.

# Rowan Strongbrew

CHARACTER NAME

## THE TRAVELER

also known as

## THE Adventurous Prospector

THEME

### DEVELOPMENT

Where are they going?

(A Monster's Lair)

Rowan is headed to a monster's lair deep in the mountains. It is rumored that a powerful creature with claws and fangs sharp enough to tear a boulder into shreds makes its home there. The earthquakes that shake the surrounding countryside are rumored to be caused by its snores. Rowan has never fought such a foe and hopes to vanquish it.

What do they seek?

(To Find Themselves)

Rowan has been an adventurer for a while, and has taken on this role in order to give himself time to find himself in what he calls "the real world". Never does he feel more alive than while fighting a monster, feeling the adrenaline rush of teetering on the edge of life and death.

What is working against them?

(A Powerful Curse)

A curse lies heavily within the mountain tunnels where the beast makes its home, forcing anyone attempting to enter to turn back. Rowan and a local cleric have tried everything possible to dispel such magic, but to no avail.

What remains unknown to them?

(A Secret Passphrase)

Ancient writings near the entrance of the tunnels imply the existence of a passphrase that, when spoken under a full moon, allows one to travel freely within the cave system. Rowan has yet to find any further clues as to what said phrase is.

Who have they met on their journey?

(A Helpful Spirit)

Also near the entrance of the tunnels, Rowan encountered a spirit who had failed to pass on to the next life. The spirit told him that it had been slain by the beast long ago, and would continue to be trapped on this plane for as long as the monster lived.

Bonus: What would they die for?

(A Friend)

Rowan is a very solitary individual, yet extremely loyal to those he gets close to. He would give his life for a friend without hesitation.

### THRESHOLD

What is at stake for them? What do they care about?

Rowan continues to adventure, exploring the wilderness and slaying monsters in the hopes of finding a reference to the mountain's passphrase in one of the continent's many ancient ruins. To him, even simply facing the creature would be a moment to treasure.

Adventure Prompt: **The True Stakes Are Revealed**

In his travels across the continent, Rowan has discovered many writings in a similar style to those found at the monster's lair. Eventually, in what appeared to be the remains of an ancient temple, he discovered references to a powerful demon, locked away within a mountain, to be defeated in the future by more powerful heroes. However, it was said that the demon would only get stronger with time, and that once the ground began to shake around the mountain, it would be almost too late to stop it from breaking free and destroying the world. Realizing that he needed to stop this threat as soon as possible, he went out in search of fellow adventurers who would be willing to join him.

# Marina Ocotillo

CHARACTER NAME

## THE TRAVELER

also known as

## THE Quick-Thinking Envoy

THEME

### DEVELOPMENT

Where are they going?

*(A Legendary Arena)*

Marina grew up hearing stories of valiant warriors and cunning fighters making a name for themselves in the Man-Puri-Mai Arena. This is her destination.

What do they seek?

*(To Escape Responsibilities)*

Marina has spent much of her life working as an envoy for a member of the Parasomi nobility. She had been trained for the role since she was a child, and recently, she has felt the pressure and expectations grow to be too much. As a result, she has decided to run away, hoping to make her name known on her own terms.

What is working against them?

*(A Spiteful Enemy)*

As a result of one of the pixie's antics (mentioned below), Marina has accidentally made a powerful enemy in Fensin, the nation where Man-Puri-Mai can be found. When Marina arrives at the arena, she finds that her fellow competitors, and the man in charge of the arena, all have a bone to pick with her, having been bribed to give her a rough time.

What remains unknown to them?

*(Their Own Origin)*

Marina had been raised by the noble's family after she had appeared as a baby on his doorstep. She loves them as if they had been her birth family, but a part of her still wonders who her true parents were.

Who have they met on their journey?

*(A Mischievous Magical Being)*

On her journey to the arena, a mischievous pixie appears to her. After hearing her story, the pixie decides to follow her along. Although the pixie leads her astray several times throughout her journey, Marina's quick wit and silver tongue trained by years of political intrigue always manage to get her out of whatever situation she ends up in.

Bonus: What do they most desire?

*(Fame)*

Marina wants above all to earn her own fame. She has already experienced the fame that comes with being associated with someone famous and realized that she despises it, which is why she wants to make a name for herself somewhere where no one could recognize her.

### THRESHOLD

What is at stake for them? What do they care about?

She wants to make a name for herself on her own terms, and the arena is a place where she can do that.

Adventure Prompt: *They Are Betrayed By Someone They Trust*

After many successful fights against dangerous opponents at the arena, Marina quickly became a crowd favorite. She was even able to befriend another newcomer to the arena who had yet to be bribed, or so she thought. One day, after winning a particularly challenging duel, her well-earned rest was interrupted by guards coming in to arrest her. They revealed that her friend had "found" expensive performance-enhancing potions among her things during her last match, tarnishing her reputation permanently. Marina was able to escape, but now searches for a way to clear her name so that she can return to the arena she loves.