**Character History File**

**Player Name**: First Last

**Character Name**: James Doe

**Race**: Human

**Class**: Cleric Rogue Mage Warrior

**Date of Birth**: 01/01/992

**Home Town**: X

**Mother’s Name/Race**: Jane Doe, Human

**Father’s Name/Race**: John Doe, Human

**Siblings**: Jennifer, Joseph

**Character History – text goes in this section**

(see instructions below)

**Welcome to Kanar**

**The GM staff would like to assist you in creating a PCH (player character history)**

**Please contact us at** [**GM@Kanar.Club**](mailto:GM@Kanar.Club)

**Attention: PCH for (insert character name – real name)**

Player Character Histories (PCH) should start off short. More information can be added later if you feel it necessary but playing the game is where the real history of your character begins. The PCH just gives you a basic background so when someone asks you; “Where you are from stranger?”, you have an answer.

The GM staff really needs a minimum of (3) paragraphs …

1. The first paragraph should explain a bit about your parents, where you were born, when were you born, do you have any siblings. If you start out as a race other than human or even a half breed, then please include this. If a half breed, which parent is the human?
2. The second paragraph should express a bit about your 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? Note: Connections to other PCs is a “PCH Red Flag” so get their approval first.
3. The third paragraph should be about how you came to be in Ilveresh.

A standard submission can be anything from a few short sentences to a half a page. If you hit one full page, then you have probably gone a bit too far with this exercise. Also, consider that the staff reviews a lot of these each year and will reference back to these for possible personal plot ideas. Some players have opted to leave intentional blanks in their PCH for the GM staff to fill in.

While writing, do not worry about map references. This can be talked about when you get to the event. A simple 2D map does not give you background information as to where the elves of a certain tribe live or where the last orc attack would have happened that wiped out your family. The GM staff is there to help you with this.

Included in this email is (2) guidelines. The first is the PC History Red Flags. These (13) rules help us create unique characters that will fit into the game without breaking it. The second is more for the individual player to contemplate when thinking about the persona they are creating more than adding to the overall text of the PCH.

Thank you,

~ Tim Schafer – GM 1st (2020)

**To be filled out by the Staff**

**- Red Flags -**

**#1 – Half Races**: N/A

**#2 – Unique Race/Class**: N/A

**#3 – 100+ Mile Radius**: N/A

**#4 – Nobility**: N/A

**#5 – Skills**: N/A

**#6 – Unique Skills**: 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

**- Important Notes -**

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**Red Flags / No-No’s**

It has been decided that placing the following items in one's Player Character History will bring up a "Red Flag". Character Histories with red flags are almost never approved by the GM Staff.

1. Humans are the only races that can half-breed. Also, both parents of a PC must be of an approved KGE race.
2. Certain races do not make much sense when combine with certain classes. Remember this is a LIVE Action Role Playing game. If you personally are going to have a hard time Role Playing this then choose something else.
3. PCs cannot be born in, or be from, an area more than a 100 mile radius from Ilveresh without prior approval. (In game terms, this is everywhere listed in the Places and Distant Lands Sections of the Worldbook.)
4. PC’s cannot start the game with family ties to Nobility, or ways of attaining it.
5. PC’s cannot be trained in skills that the PC does not start with. (Training on the field is part of role-playing. If you have already trained for it in your history then you know it enough to start with the skills or, you obviously need more training on the field.)
6. PC’s cannot start with bizarre languages, lore, or skills that are outside the normal things found on the field.
7. PC’s cannot have ties to money, or ways of attaining it. (PC's start with what they can carry into the game. No PC will ever start the game owning a diamond mine.)
8. PC’s cannot start the game with fancy Magic Items (beyond what they can buy with starting funds)
9. PC’s cannot start the game with ties to powerful creatures.
10. PC’s cannot start the game with Innate abilities.
11. No PC history shall involve another PC without written approval from the member whose PC is being borrowed upon. (You can not infringe upon another member’s history without his/her consent; the same as your history can not be infringed upon by someone else.)
12. Anything unusual. (This unfortunately is the only way for the GM to cover the rest of the weird things they’ve heard in the past, and will likely hear in the future.)
13. Refrain from Copyright Infringement/plagiarism (We are trying to run a unique and imaginative game. While we do not catch everything, we still ask that you try to be original.)

We hope this helps you with the generation of your KGE Inc. “Player Character History”. If you have any questions or need assistance generating a finely honed PCH then contact the GM staff ([gm@kanar.club](mailto:gm@kanar.club)) and we will be happy to assist you.

**When writing a Player Character History …**

**Bare Minimums**

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

* Parent’s names?
* Does your character know them or not?
* Are they alive?
* Parent’s races (PCs that are non-human will take the appearance traits of the mother’s side of the family)?
* When (in-game year is 1000 years prior to the current year) you were born?
* Where were you born?
* Where, how, and from whom did you learn your skills or trade?

**Details are the Spice of Life**

If you want a little more from the story, you might want to give a little more at character creation. It is not necessary to answer these, but what makes your character into a 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?
* How do you get along now?
* Are they alive or dead?
* If dead, how and when did they die?
* What were your parents' childhoods like?
* What was your childhood like?
* What do you want out of life?
* Is there anything about your life you would change?
* What tempts your character?
* Any phobias?
* Any superstitions?
* What are your true strengths and weaknesses?
* Are you an adventurer? If so, why?
* What would cause you to give this up?
* What is your attitude towards any of the following: adventurers, friends, clerics, mages, rogues, warriors, nobility, power, wealth, good, evil, fighting, killing, execution, etc.?
* What is your attitude towards any of the following: humans, elves, dwarves, halflings, orcs, ogres, giants, mer, skeletons, ghosts, demons, dragons, etc.?
* Do you have any close friends, or long-time enemies?
* Do you belong to a group?
* If so, why?
* Would you die for them?
* What inspires you? (gold, wealth, power, title, person, place, Planeswalkers, the moment, etc.)