

CHARACTER CREATION

Please answer the questions below to flesh out your character and strengthen their motivations. Keep in mind that HeroQuest is a game of cooperation, so a character who is opposed to the group dynamic will not last long, however, their reason for being part of the group can be personal and not aligned to anyone else.

We will not be going down the D&D line of chaos neutral/lawful good type of classification, as the group will be opposed to the forces of chaos as a whole, however their reasons can be wildly different. And this doesn't mean your character has to be purely 'good'. The questions are just to give you a chance to think about the character you will be playing.

Questions:

What is your name?

What is your occupation?

Why did you choose to accept this quest?

What are your interests and hobbies?

What is your biggest fear?

What are you most proud of?

What gives you courage?

Name 2 strengths and 2 weaknesses in normal life

Is your main goal to amass wealth?

☐ Strongly Agree ☐ Agree ☐ Neither Agree Nor Disagree ☐ Disagree ☐ Strongly Disagree

Is your main goal to save people?

☐ Strongly Agree ☐ Agree ☐ Neither Agree Nor Disagree ☐ Disagree ☐ Strongly Disagree

Are you driven by vengeance?

☐ Strongly Agree ☐ Agree ☐ Neither Agree Nor Disagree ☐ Disagree ☐ Strongly Disagree

Are you driven by glory?

☐ Strongly Agree ☐ Agree ☐ Neither Agree Nor Disagree ☐ Disagree ☐ Strongly Disagree

Are you driven by altruism?

☐ Strongly Agree ☐ Agree ☐ Neither Agree Nor Disagree ☐ Disagree ☐ Strongly Disagree

Would you avoid doing something illegal even if it was the right thing to do?

☐ Strongly Agree ☐ Agree ☐ Neither Agree Nor Disagree ☐ Disagree ☐ Strongly Disagree

Personal goals are more important to me than the Collective

☐ Strongly Agree ☐ Agree ☐ Neither Agree Nor Disagree ☐ Disagree ☐ Strongly Disagree

Violence is a means to all ends

☐ Strongly Agree ☐ Agree ☐ Neither Agree Nor Disagree ☐ Disagree ☐ Strongly Disagree

I would rather talk things out than fight

☐ Strongly Agree ☐ Agree ☐ Neither Agree Nor Disagree ☐ Disagree ☐ Strongly Disagree

SOME NOTES ON CHOOSING A CHARACTER:

Race:

Heroes must first choose whether they will play as Human, Elf, or Dwarf. Each race gives certain advantages over the others. On top of a Race Bonus (see below), there are traits specific to each race.

A human has a strong sense of destiny and may perform a roll of fate at the start of each quest.

An elf is naturally connected to nature and may collect herbs during the quest from which to make potions.

A dwarf is good with devices and may disarm traps without a toolkit.

These traits are expandable with training.

ROLL OF FATE:

As a human, you may perform a Roll of Fate at the beginning of the quest. Roll each of your dice sets and record the result. I.e: if you normally roll 2 movement dice, 3 for attack, and 1 for defense, roll each of these in turn and write them at the top of your sheet. Once during a quest, you may choose to use one of these results in place of a roll you have just taken.

Class:

Once a race has been chosen, a class must be assigned. These are: Barbarian, Paladin, Wizard, and Warrior.

The **Barbarian** is a fierce, natural, fighter with brute strength and a disdain for danger.

The **Paladin** is an armoured devotee to the gods, who grant blessings and miracles in proportion to their disciple's rank. Has bonuses against unholy creatures.

The **Wizard** had devoted their life to the arcane, and spends their free time between quests learning new spells.

The **Warrior** class has several subclasses, which drastically affects how the hero is played. These are: Rogue, Brigandine, and Assassin.

A **Rogue** may use some magic to bolster their arsenal.

A **Brigandine**, is a sturdy, well-trained fighter with bonuses against flesh-and-blood enemies.

An **Assassin** is stealthy with a cache of unique weapons.

Any race can choose any class with which to train, however some races may find some classes are harder to excel in and some restrictions may apply to how they progress.

STARTING STATS:

Character stats. At the beginning of the campaign, the heroes are inexperienced and therefore, relatively weak. There will be a certain amount of change allowed between the first few quests of a campaign, but these will set after around 3 quests.

Base Stats:

Category	Base	Allotted	Total	An additional three points may be allotted to this chart to set your character's Starting Stats. Race bonus: Dwarves may add an extra point into Body Elves, an extra point into Mind, and Humans can add an extra point into either Mind or Body As the campaign progresses, the heroes may advance through a combination of training and XP.
Attack	1			
Defend	1			
Body	3			
Mind	2			

BACKSTORY:

You may add some backstory to your character here, if you like.

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