

DUNGEONS & DRAGONS®

LIVING FORGOTTEN REALMS® CHARACTER CREATION GUIDE

VERSION 1.99, EFFECTIVE JUNE 22, 2010

NEXT UPDATE: OCTOBER, 2010

Updates to this document from the previous version appear in red text.

WHAT IS THE RPGA?

The RPGA is an official network that promotes play of Wizards of the Coast roleplaying games, heavily focused on D&D®. With the RPGA, thousands of gamers participate in massive, shared-world campaigns in their homes, at conventions around the world, and online. You can often take your character from one play group to a completely different group, and with this guide you'll know that your character is official. DMs also earn DM Rewards, exclusive D&D game materials and aids only available through the RPGA. Your home game can also be scheduled through the RPGA, earning you rewards for your local play.

In order to become a RPGA member and participate, you need a membership number, which can be obtained at a public event (such as a convention or local game day) or online. Go to www.dungeonsanddragons.com and click on "Events" for more information on how you can sign up to join the biggest D&D organization in the world.

If you're a Dungeon Master (DM) and you want to schedule a public game for play, you'll need to become an organizer through the Wizards Play Network (WPN). This process is simple, straightforward, and only takes a few minutes. Go to www.wizards.com/wpn for more information.

WHAT IS *LIVING FORGOTTEN REALMS*?

Living Forgotten Realms (or LFR for short) is a new regionalized RPGA Living campaign, and the first to utilize the new 4th Edition Dungeons & Dragons rules. Players create characters and assign them to a specific region set in the FORGOTTEN REALMS®. Characters can be played in any LFR adventure that supports their levels of play, anywhere. All LFR adventures will be available for play no matter where you live in the world. As your character plays adventures, it earns experience points, gold, and magic items which stay with you from game to game. There are dozens of unique adventures each year!

More information about *Living Forgotten Realms* can be found on the *Living Forgotten Realms* community pages, www.community.wizards.com/lfr.

A REGIONAL CAMPAIGN

The *Living Forgotten Realms* campaign is a regional campaign, meaning that your character hails from a specific region in the FORGOTTEN REALMS. Adventures that you play will span the vastness of the Realms, and you may find opportunities in your home region's adventures that would be denied to a traveler from afar!

Each region is administered by a group of three campaign volunteers, called regional administrators. These hard-working people ensure that the campaign runs smoothly in your area. Overseeing these individuals are the global administrators, a team of three people contracted by Wizards of the Coast to manage their regional teams and coordinate with Wizards directly. They report to the D&D Organized Play Content Developer, the full-time Wizards employee that is responsible for the campaign's architecture and its development.

Being a part of a massive shared-world campaign means that there's many opportunities to interact with the community of gamers involved in the campaign. For more information on the *Living Forgotten Realms* campaign structure and how you can get further involved, visit www.dungeonsanddragons.com and click on "Events." Click on the "Living Forgotten Realms" links.

HOW TO USE THIS GUIDE

This Character Creation Guide is used for the official *Living Forgotten Realms* campaign in which you have to bring your own character. The rules in this guide supersede the general rules found in the RPGA Character Creation Guide.

WHAT YOU'LL NEED

In order to create a character for a *Living Forgotten Realms* game session, you'll need the following:

- A *Player's Handbook*
- A character record sheet
- Your RPGA number
- Any other player resources you want (see below)
- This guide

Rpga Character Creation Guide

Chaz Kemp



Rpga Character Creation Guide:

Character Creation Guide Kim Lumbard, 2014-11-15 The Character Creation Guide shows you step by step how to create an iconic character essential to an engaging story It is intended for players in Role Playing Games RPGs who want to develop an awesome character or for authors with a story they yearn to tell The guide can be used with any RPG and by any profession to raise your game to an artform We ll gain a keen understanding of what really matters in role playing and story telling so you can focus your design and play efforts more effectively You ll spend less time and effort and have more engrossing fun Specifically we ll learn about How To Make a Character in four phases Inspiration Concept Mechanics and Performance Fractal Blueprints for Great Role Playing the ideals objects and policies that really matter Four Cardinal Ideals Direction Structure Emotion and Synergy Five Objects Of Development Plot Premise Character Environment and Theme First Design and Play Policies Only create stuff that matters and Only do stuff that matters Finding Inspiration drawing from sources like Setting Proposition Exemplars Archetypes and Tropes Four Qualities of Good Inspiration Resonant Specific Original and Promising Imagining Concept gives us methods to design our concept and measures to test its quality Four Qualities of Good Concept Clear Distinct Engaging and Interactive Designing the Character With the concept designs that naturally develop action story structure Thematic Theme Goal Motive Conflict Destiny Mutual Appearance Links Connections Hook Backstory Dramatic Alias Stakes Persona Instinct Limit Cooperative Aspects Mystery Belief Lure Setup Name Gender Occupation Catalyst Planning Performance learning enough to execute a character transformation matched with your story Structure Phases and points of an action story Portrayal Managing clichés and imbuing dimensions Presentation Unfolding your story over key scenes In addition we provide specific Kim's RPG resources to help you create your character Mad libs and Questionnaire Designed to prompt you through a useful character creation process Universal Character Concept Sheet Usable in any RPG and easily customized to other fields Character Examples Real characters drawn from the fantasy genre used to illuminate design Our approach for character creation is useful for far more than just role playing games It applies universally to any fictional character and their performance so these same methods are of great interest to all story content creators and performers authors from any field actors of stage and screen producers of movies improv troupes and even songwriters Behind the scenes the Kim's RPG Master Class is actually a distillation of best practices from those various fields

Living Greyhawk Gazetteer Erik Mona, 2000 **Technologies for Interactive Digital Storytelling and Entertainment** Stefan Göbel, Rainer Malkewitz, Ido Iurgel, 2006-11-27 This book constitutes the refereed proceedings of the Third International Conference on Technologies for Interactive Digital Storytelling and Entertainment TIDSE 2006 held in Darmstadt Germany in December 2006 It contains 37 papers that cover a broad spectrum from conceptual ideas theories and technological questions to best practice examples in the different storytelling application domains with a focus on entertainment and games **Dramatic Storytelling & Narrative Design** Ross Berger, 2019-08-29 This book describes

narrative design's role in game development provide examples of its practical usage delve into the day to day expectations and assess its quality in 5 popular games Additionally it will discuss the influence of transmedia storytelling in today's games and how its impact continues to grow Today's IP transcends a single medium Accordingly creating its story across various media outlets is necessary to meet the high demands of millennial and GenZ consumers Game narrative is often the centerpiece of these transmedia extensions

The Creation of Narrative in Tabletop Role-Playing Games Jennifer Grouling Cover, 2014-01-10 Despite the rise of computer gaming millions of adults still play face to face role playing games which rely in part on social interaction to create stories This work explores tabletop role playing game TRPG as a genre separate from computer role playing games The relationship of TRPGs to other games is examined as well as the interaction among the tabletop module computer game and novel versions of Dungeons Dragons Given particular attention are the narrative and linguistic structures of the gaming session and the ways that players and gamemasters work together to construct narratives The text also explores wider cultural influences that surround tabletop gamers

Dramatic Storytelling and Narrative Design Ross Berger, 2024-10-23 This book provides an industry professional's first hand perspective on narrative design's practical usage day to day roles and responsibilities and keys to breaking in and succeeding The book delves into the foundations of compelling storytelling through structural analysis and character archetype breakdowns The understanding of game narrative is widened to include examples from other media The author breaks down the structure of popular games and show how the structural elements are applied in practice In addition to discussing industry trends the author illustrates how the leveraging of transmedia can make a video game franchise endure over time This updated new edition contains brand new chapters on Conflict and The Future of Interactive Storytelling as well as deepened coverage on Character and World and Roles and Responsibilities The author adds new discussion to the Analysis of Narrative in Contemporary Games through an examination of the HBO television adaption of The Last of Us This book will be of great interest to all those interested in the craft of storytelling narrative design and game writing

Dungeons & Dragons Dungeon Master's Guide Monte Cook, Jonathan Tweet, Skip Williams, 2003 Weave exciting tales of heroism filled with magic and monsters Within these pages you'll discover the tools and options you need to create detailed worlds and dynamic adventures for your players to experience in the Dungeons Dragons roleplaying game The revised Dungeon Master's Guide is an essential rulebook for Dungeon Masters of the D D game The Dungeon Master's Guide has been reorganized to be more user friendly It features information on running a D D game adjudicating play writing adventures nonplayer characters including nonplayer character classes running a campaign characters magic items including intelligent and cursed items and artifacts and a dictionary of special abilities and conditions Changes have been made to the item creation rules and pricing and prestige classes new to the Dungeon Master's Guide are included over 10 prestige classes The revision includes expanded advice on how to run a campaign and instructs players on how to take full advantage of the tie in D D miniatures line

Monsters, Aliens, and

Holes in the Ground, Deluxe Edition Stu Horvath, 2023-10-10 A richly illustrated encyclopedic deep dive into the history of roleplaying games When Gary Gygax and Dave Arneson released Dungeons Dragons in 1974 they created the first roleplaying game of all time Little did they know that their humble box set of three small digest sized booklets would spawn an entire industry practically overnight In *Monsters Aliens and Holes in the Ground* Stu Horvath explores how the hobby of roleplaying games commonly known as RPGs blossomed out of an unlikely pop culture phenomenon and became a dominant gaming form by the 2010s Going far beyond D D this heavily illustrated tome covers more than three hundred different RPGs that have been published in the last five decades *Monsters Aliens and Holes in the Ground* features among other things bunnies ghostbusters soap operas criminal bears space monsters political intrigue vampires romance and of course some dungeons and dragons In a decade by decade breakdown Horvath chronicles how RPGs have evolved in the time between their inception and the present day offering a deep and gratifying glimpse into a hobby that has changed the way we think about games and play The deluxe edition will include a foil stamped cover and slipcase with a cloth binding a ribbon gilded edges and an 8 5x11 inch card stock poster of the regular edition

Monsters, Aliens, and Holes in the Ground Stu Horvath, 2023-10-10 A richly illustrated encyclopedic deep dive into the history of roleplaying games When Gary Gygax and Dave Arneson released Dungeons Dragons in 1974 they created the first roleplaying game of all time Little did they know that their humble box set of three small digest sized booklets would spawn an entire industry practically overnight In *Monsters Aliens and Holes in the Ground* Stu Horvath explores how the hobby of roleplaying games commonly known as RPGs blossomed out of an unlikely pop culture phenomenon and became a dominant gaming form by the 2010s Going far beyond D D this heavily illustrated tome covers more than three hundred different RPGs that have been published in the last five decades *Monsters Aliens and Holes in the Ground* features among other things bunnies ghostbusters soap operas criminal bears space monsters political intrigue vampires romance and of course some dungeons and dragons In a decade by decade breakdown Horvath chronicles how RPGs have evolved in the time between their inception and the present day offering a deep and gratifying glimpse into a hobby that has changed the way we think about games and play

Ashelon RPG Chaz Kemp, 2019-11 Add some spice to your character Whether you re a gamer a GM or an author this guide will help you add some unique traits to your characters and monsters Inside you ll find ideas for your characters back story their flaws personality traits secrets special abilities and even familiars This guide is genre neutral It doesn t matter if your characters are fantasy based sci fi cyberpunk or even super heroic every result will add something cool and unique Gamers and GMs This guide is also game system neutral Whether you re playing D D Pathfinder Prowlers and Paragons or your own homemade system this guide will be invaluable Use it in tandem with your GM to tailor the items within to your specific game Authors Use this guide to add just a little something more to your protagonist or maybe give your antagonist a juicy secret You can even use this guide to create a character from the ground up This guide is specifically designed to be used with the

Ashelon Oracle Deck Netgames Kelly Maloni, Derek Baker, Nathaniel Wice, 1994 A slick encyclopedic guide to the 2 000 active games available online This book is completely illustrated cross referenced and formatted for easy use with a unique rating system that lets users pre screen their options experiment with new games and save time and money Entries include a description of the featured game listings of game sites and addresses playing instructions strategy tips and visual images from the nets Communications Networking **The Ultimate Fantasy Character Creator** Jeff Stormer, 2025-01-14 Develop and perfect your own fantasy character for online worlds social videos in person meetups self published novels and more with The Ultimate Fantasy Character Creator Take your inspiration to new heights with this fantasy character creation guide In a genre with so much imaginative potential creating well rounded and unique characters that speak to the personality and individuality of the creator can be tricky This guide is an excellent resource perfect for anyone interested in elevating their fantasy content on social media preparing for a LARP event or even writing characters for novels or screenplays With the tool in The Ultimate Fantasy Character Creator fantasy content creators will be able to generate compelling and fully realized backstories engage in colorful dialogue with other characters and connect their fantasy characters to the real world in new and interesting ways **The Ultimate RPG Character Backstory Guide** James D'Amato, 2018-10-02 Ramp up your role playing game RPG and make your character your own with this fun interactive workbook an essential addition to any player s gaming kit You ve chosen your class bought your weapons and rolled for your stats and you re now the proud owner of your own RPG role playing game avatar But before you begin your adventure there s so much more you can do with your character to make him or her your own Just how evil is she What does his dating profile look like Where did she get that scar What does he want for his birthday With fill in the blank narratives prompts and fun activities to help you customize your character at the start of the game or build out your backstory as you play The Ultimate RPG Character Backstory Book will help you fully imagine your character and bring them to life for the ultimate gaming experience **My Guide to RPG Storytelling** Aron Christensen, 2012-10-27 I ve been role playing all my life and I ve run a lot of well received campaigns My players asked me what made my games work and this book is the result This isn t a rulebook for any gaming system but it s a how to for my style of creating memorable NPCs planning games and engaging with your players Foreword by Erica Lindquist On Storytelling Before the Game Building Your Story Running Your Game Players Player Characters Problems Rules Mechanics Setting NPCs **From Zero to Hero** Barrett Williams, ChatGPT, 2025-01-07 Unleash your creative potential and transform your tabletop role playing games with From Zero to Hero the definitive guide to crafting unforgettable characters in Dungeons it s an invitation to embrace your creative genius and leave a lasting legacy in your tabletop campaigns Set forth on this adventure and let your imagination soar as you inspire others through the vivid tales you will create and the heroes you will nurture *RPG Character Creation Essentials* Wolf Moon, 2020-09-26 This add on will make it easier for you to create player characters and npcs Create a unique hero for your story or modify your players heroes

to make their story consistent Make your stories worth while interesting and each NPC you encounter is unique and has its own unique resume and is fully ready to interact with your team of players No more identical stereotypes of an innkeeper city guard or merchant everyone is different and unique but above all everyone can react differently or have just a bad day The add on is designed to fit and be compatible with any known role playing game system However we recommend that you apply it to fantasy dark fantasy worlds The calm head of the Game Master and the great satisfaction of the Players is what you will receive after purchasing this supplement Inside you will find Appearance Features Personality Traits Afflictions Benefits Worries Attitudes and reactions of encountered characters Remember if rpg is only with WOLF MOON [Epic Guide to Character Creation: Sidekicks](#) Kylie Day,1900 *Epic Guide to Character Creation: Mentors* Kylie Day,1900 **Loaded Dice** Aron Christensen, Erica Lindquist, 2019-12-16 I ve been running role playing games for thirty years but am relatively new to playing them Erica s rolled up dozens of characters but has only a few Storytelling experiences under her belt Together we ve written a blog about what we learned the challenges we have to overcome and all the solutions we ve come up with to keep an RPG campaign going The RPGuide This is a collection of our best and favorite articles from the first year and a half year of RPGuide posts We ve got advice for handling players building NPCs and we debate rules and play styles If you re an old hand at role playing maybe you ll find a new trick to put up your sleeve or a fresh way of looking at gaming And if you re new to RPGs then you re welcome to learn from our mistakes and take advantage of our experience You ve probably read My Guide to RPG Story telling the Companion or maybe From Dream to Dice and that s what brought you around to this little collection But if this is your first RPGuidebook welcome Don t worry you don t need to read any of the others first Loaded Dice can be used on its own We ll even begin with a What the heck is a table top role playing game chapter So let s play **Rpg Character Journal** Amazing RPG Journals, 2020-11-30 Rpg Campaign Character Journal Advanced RPG Character Journal Features Perfect for daily use easy to carry around 1 dedicated page for Player Name Campaign Dungeon Master and your Party 2 pages for Table of Contents Four 5e Character Sheets with the following details Name Level Class Race Appearance and other details Proficiencies Languages Resistances and Other Skills Armour Life Page and Personality Traits Ideals Bonds Flaws Temperament and Appearance Combat Features Traits Resources and Abilities Two pages for Spells Level 1 to 9 One Inventory Page One Character Backstory Page 10 Graph Paper Pages for game world maps drawings Perfect journal size 7 x 10 flexible softcover paperback Superb Designed Mate Finish Cover Made in the USA Use the Look Inside feature on your computer to see exactly what the interior looks like You are alone or with your friends in a world far away The RPG game is addictive maybe you are a fighter magician priest thief warlock or maybe you are a necromancer anyway your story must be kept carefully in this diary It is worth keeping all the details of your game carefully We made a product specially designed to make it easier and to keep all the details of the game This new beautiful journal is perfect for role playing gamers you can easily add notes tracking mapping terrain plans treasure locations and all of your RPG

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The book delves into Rpga Character Creation Guide. Rpga Character Creation Guide is a vital topic that needs to be grasped by everyone, from students and scholars to the general public. This book will furnish comprehensive and in-depth insights into Rpga Character Creation Guide, encompassing both the fundamentals and more intricate discussions.

1. The book is structured into several chapters, namely:

- Chapter 1: Introduction to Rpga Character Creation Guide
- Chapter 2: Essential Elements of Rpga Character Creation Guide
- Chapter 3: Rpga Character Creation Guide in Everyday Life
- Chapter 4: Rpga Character Creation Guide in Specific Contexts
- Chapter 5: Conclusion

2. In chapter 1, the author will provide an overview of Rpga Character Creation Guide. The first chapter will explore what Rpga Character Creation Guide is, why Rpga Character Creation Guide is vital, and how to effectively learn about Rpga Character Creation Guide.

3. In chapter 2, this book will delve into the foundational concepts of Rpga Character Creation Guide. The second chapter will elucidate the essential principles that must be understood to grasp Rpga Character Creation Guide in its entirety.

4. In chapter 3, this book will examine the practical applications of Rpga Character Creation Guide in daily life. The third chapter will showcase real-world examples of how Rpga Character Creation Guide can be effectively utilized in everyday scenarios.

5. In chapter 4, the author will scrutinize the relevance of Rpga Character Creation Guide in specific contexts. This chapter will explore how Rpga Character Creation Guide is applied in specialized fields, such as education, business, and technology.

6. In chapter 5, the author will draw a conclusion about Rpga Character Creation Guide. This chapter will summarize the key points that have been discussed throughout the book.

This book is crafted in an easy-to-understand language and is complemented by engaging illustrations. This book is highly recommended for anyone seeking to gain a comprehensive understanding of Rpga Character Creation Guide.

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key, especially because it came in on limp mode. You have two issues; a low power situation and a no-start ... Mack TRIDENT CA65 EA7-470 CCRS 6x4 (1996 Specification · Gross vehicle weight 24.7 t · Gross combination weight 70 t · Drive type 6x4 · Engine power 350 kW · Front suspension B · Rear suspension B · Wheelbase ... Mack Truck E7 Diesel Engine Overhaul - YouTube Prentice Hall Mathematics Texas Geometry Teacher's ... Book details · Print length. 836 pages · Language. English · Publisher. Prentice Hall · Publication date. January 1, 2008 · ISBN-10. 0131340131 · ISBN-13. 978- ... Prentice Hall Mathematics: Texas Geometry Book details ; Print length. 0 pages ; Language. English ; Publisher. Prentice Hall. Inc. ; Publication date. January 1, 2008 ; ISBN-10. 0131340220. Prentice Hall Mathematics Geometry Teachers by Bass Prentice Hall Mathematics Texas Geometry Teacher's Edition by Laurie E. Bass et al and a great selection of related books, art and collectibles available ... Prentice Hall Mathematics Texas Geometry Teacher's Edition Prentice Hall Mathematics Texas Geometry Teacher's Edition by Laurie E. Bass Et Al - ISBN 10: 0131340131 - ISBN 13: 9780131340138 - Prentice Hall - 2008 ... texas geometry book by bass, charles, hall, johnson Prentice Hall Mathmatics: Texas Geometry. by bass, charles, hall, johnson. \$10.09 ... Prentice Hall Mathematics: Algebra 2. Allan E. Bellman, Sadie Chavis Bragg ... Prentice Hall Mathmatics: Texas Geometry Rent textbook Prentice Hall Mathmatics: Texas Geometry by Unknown - 9780131340220. Price: \$24.54. Prentice Hall Mathematics Texas Geometry Teachers Edition Prentice Hall Mathematics Texas Geometry Teachers Edition - Hardcover - GOOD ; Item Number. 266344212522 ; Brand. Unbranded ; Language. English ; Book Title. Texas Geometry (Prentice Hall Mathmatics) by Bass ... Texas Geometry (Prentice Hall Mathmatics) by Bass (Hardcover) · All listings for this product · About this product · Ratings and Reviews · Best Selling in Books. Laurie E Bass | Get Textbooks Prentice Hall Mathematics Texas Geometry Teacher's Edition by Laurie E. Bass, Randall I. Charles, Basia Hall, Art Johnson, Dan Kennedy Hardcover, 874 Pages ... Confused About Catalytic Converter Removal on 2015 HD ... Mar 29, 2023 — I have a 2015 HD Tri Glide. I've been told that removing the catalytic converter would make it run cooler. I've viewed YouTube video on how ... Photos Catalytic Converter Removal Jun 26, 2014 — Tri Glide, RG3 & Freewheeler Models - Photos Catalytic Converter Removal - Did a search and came up empty with photos.....would someone ... How to remove the catalytic converter on Harley Davidson Aug 1, 2020 — The easiest way is to just swap out your exhaust for something aftermarket. I believe all the Harleys have the cat in the pipe somewhere. The ... Performance changes after removal of M8 Catalytic Converter Feb 13, 2019 — I have a 2017 RGU with Stage II Torque Cam and am thinking of removing my catalytic converter. I just wondering what experience others have ... Removing the Catalytic Converter from a 2010 Harley Nov 10, 2009 — Testing by several tuners found that it helped but it was much better to remove all of the cat. Fullsac performance has done lots of testing on ... Cat Removal, and resulting tune needed? Aug 2, 2015 — Hello all. I am a newbie here and I have a question. We own a 2013 Tri Glide and I just installed Screaming Eagle pre EPA mufflers and a K&N a ...