

Questionnaire for designing a Group Template

Instructions

Below are ten questions to help you develop an effective group template with an eye for the history and traits the individual characters will have in common. This worksheet is a good starting point, but it is neither comprehensive nor always necessary, so answer as few or as many questions as you like.

Make sure your characters are unified enough to participate in the Game Master's main plot, but don't feel this means your characters all need to be carbon copies of each other or in perfect agreement on all issues. Diversity and conflict can make games interesting, provided they don't rage out of control and grind the game to a halt or leave other players sidelined for long periods of time.

For more information, you may want to look at the *Group Template* and completed examples in the resource section of FearTheBoot.com. You may also want to listen to Fear the Boot, episode 2.

Questions

1. Does the Game Master need our group to be something in particular for his/her plot?

A Shadowrun group, located in or around Seattle.

2. In brief, what will our group be when the game starts?

Investigators and vigilantes, looking to clean up the corruption in their old neighborhood.

3. When and how did the characters first meet?

They lived on the same block and grew up together.

4. Are the character located in the same place or willing to travel to a common meeting place? If not, how will the characters be brought together for the game?

Though some have moved away, they are all interested in the old neighborhood and willing to return.

5. What major events have they shared in their past?

Growing up together, playing together, attending the same school, and watching their community fall apart.

6. On a personal level, what keeps the characters together?

A love for each other as childhood friends and a common interest in helping the people they know.

7. What goals are shared by all of the characters?

Cleaning up their childhood home and protecting the people still living there.

8. Is there enough moral agreement among the characters to keep them from abhorring each other?

Yes. They may disagree on the causes and solutions for the corruption, but they are all interested in protecting the innocent and setting things right again.

9. Is there any potential conflict between character personalities, goals, or ethics that could become so great the plot will fizzle out or players will be excluded?

Not that we see now, but we want to revisit this question once the individual characters are made.

10. What plot elements are in the group's history the Game Master can use in his/her plot?

Our characters will be immediately interested in anything involving our families, friends, or childhood stomping ground, as well as the organized crime that's moved in. Additionally, the person that killed our school's headmaster is still unknown and deserving of justice.