

Group Template

Instructions

Use this template to describe the background and common interests of your group. Be sure to keep it handy when you're developing your individual characters, since they will likely incorporate some of these elements.

The information you write here should only serve as a starting point for character creation and as a guide to help the Game Master know what sorts of plots would be good for your party. Everything written here will likely change as the game progresses, but you do not need to keep this document up-to-date. Just use it to get things rolling and then put it aside.

If you need help getting started, you may want to look at the *Questionnaire for Group Templates* and completed examples in the resource section of FearTheBoot.com. You may also want to listen to Fear the Boot, episode 2.

Group Concept

In just a few words, what is this group supposed to be?

Investigators and vigilantes, primarily interested in cleaning up their old neighborhood.

Shared History

What common experiences has the party been through?

The characters grew up in a working class community in Seattle, filled with high rise apartments and crowded streets. Since the world is such a dangerous place, the community became very tightly-knit. People knew each other and worked hard to take care of the neighborhood. Though the local children may have fought like siblings, they also had a sibling's loyalty and love.

All of the children attended a private school, St. Sebastian. The headmaster was Frederick Michon, a pillar of the community, greatly interested in government accountability, moral uprightness, and local prosperity. As organized crime moved into the area, he spoke out against their corrupting influences and exposed government officials they had bought off. It wasn't long before Frederick was found murdered, dumped in an alley and his school was shutdown due to "code violations".

As the local economy began to sag and crime rose, many families moved away. Only those people that could afford nothing better or had a blind love for the community stuck around.

Current Situation

What's the current status of the group and its members? Where are they? What are they doing? What sorts of things are they interested in right now?

Some of the player-characters have returned to their childhood home to find it crime-infested and economically collapsed. After being approached for help by the neighborhood grocer, whose store had become a haunt for local gangers, the characters used force and intimidation to run them off. Their success positioned them to be the "go to" people for help with local crime, corruption, missing persons, and the like.

The remaining player-characters are living and working elsewhere, but are very loyal to their comrades and will happily return to help when called upon.

We're not sure exactly which characters are which, but we can decide that during character creation.