## Rouring Rockets Character Background Handout Version 3.1 (Booster) / Copyright Ken Young 2021-2025. / http://www.roaringrockets.org/

Roaring Rockets needs role-playing more than other games. Here are some CHARACTER design suggestions:

- Describe the personality of your character.
- Why does the character do what he/she does?
- Defining moment: What event made the character into What He/she is?
- What is the story question? (She wants love, will she ever find it? He wants to find his father, will he?)
- What are His/Her quirks or mannerisms? What does your character sound
- What does your character value and what is his/her attitude?
- Write brief History of your character in less than 100 words.

Try using at least 3 of these. The best place for this is on the back of your CHARACTER SHEET.

Artwork Helps. Try one of these suggestions:

- Color the figure on your character sheet. Get a matching cardboard standup and color it to match.
- GET A LEAD OR PLASTIC MINIATURE AND PAINT IT. COLOR THE FIGURE ON YOUR CHARACTER SHEET TO MATCH.
- GET A CHARACTER SHEET WITHOUT ARTWORK AND AFFIX AN ARTWORK, Illustration, or photograph. Make a custom cardboard standup with the same ARTWORK. OR GET A MINIATURE WITH A SIMILAR LOOK AND DAINT IT TO MATCH.
- REMEMBER THAT THE GENRE did NOT TOLERATE SUGGESTIVE OR SEXY ARTWORK, OR THINGS NORMALLY COVERED by A bikini or underwear.

KEED A CLEAN CHARACTER SHEET. IT IS HARD TO fIND WHAT YOU NEED WHEN YOU NEED IT if your sheet is a mess, or has writing & erasures all over the front or back.

- LIST YOUR EQUIPMENT & POSSESSIONS ON A SEPARATE SHEET. USE THE ONE THAT COMES WITH THE GAME OR MAKE YOUR OWN.
- KEEP TRACK OF YOUR MONEY ON A SEPARATE SHEET. USE THE ONE THAT COMES WITH THE GAME OR MAKE YOUR OWN.
- Keep track of your experience points on a separate sheet. Use the one THAT COMES WITH THE GAME OR MAKE YOUR OWN.
- KEEP TRACK OF YOUR DECORATIONS AND DECORATION POINTS ON A SEPARATE SHEET. USE THE ONE THAT COMES WITH THE GAME OR MAKE YOUR OWN.

The back of your character sheet is a good place to put information that does NOT CHANGE MUCH, like your CHARACTER background.

