

## **Four Methods of Character Generation**

### 4. Group (Party) Generation

#### GROUP (PARTY) DESIGN

- Establish Goals (Low-Middle-High)
  - Determine the requisite party efficiency that meets the party's goals
    - High Efficiency: All party roles filled, mechanically complimentary, designed for maximum resolution of challenges
    - Middle Efficiency: Some party roles filled, mechanically compatible, designed to overcome most situations
    - Low Efficiency: The good of the one is greater than the good of the many. A collection of individual characters that have formed a group for...whatever reason
- Review Campaign Setting
  - Where does the DM plan to start and what party composition helps him while satisfying the players
  - What areas are available as homelands
    - What reasons would drive you from there/bring you here if your characters is from a region other than where you're starting
  - What prevalent events might lead to the formation of your party
- Design Characters
  - Choose CharGen method (character-, mechanics-, or study-focused)
  - Identify shortcomings as pertains to the group's chosen efficiency level
    - Readjust character design to fill those holes if warranted
- Establish Party Cohesion
  - What binds the party together?
    - The more tangible these binds are, the more likely they are to survive strenuous situations.
  - What binds individual characters to one another?
    - While not necessary, these sub-allegiances can make for some awesome role-playing opportunities should conflict arise.
- Establish Conflicts
  - What opposing interests exist within the party
  - What character conflicts exist between individual party members
- Explore the Party through Play
  - Characters grow and with their growth so too does the party

#### GROUP (PARTY) MAXIMIZATION

- Set Objectives
  - Objective in Group Maximization – Unless you're playing a lone wolf, single character game, there are going to be multiple characters involved in the game. So, our objective here is to create the most efficient group possible
  - "Group Suit" – The definition of "Group Suit" is going to be largely dependent on the type of game, you're playing, but like with character creation, there's going to

be a complementary scale on mechanical efficiency vs. group focus, which we'll address in a bit

- Mechanics and Roles
  - Mechanically building a group:
  - Roles and their place in group design (mechanical only, at this point)
    - Explicit vs. Implicit mechanical roles, has the shift (4e specifically) harmed the game or made things more clear?
    - MMO roles are pretty comprehensive for games: Tanks, DPS and Buffers. Obviously, there are different sub-classifications for each of those (melee, ranged, magic, healers, etc.)
  - How do you deal with assigning roles?
    - Assigning Roles
    - Doubling Up
    - Settling Disputes