

# PC PEARLS VOLUME 2: A COLLECTION OF CHARACTER INSPIRATION

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# INTRODUCTION

The job of the role-player seems simple at first glance: you roll dice, make characters, shop, defeat evil, loot, and level up. Have fun and repeat. If you ask gamers what makes for a great game, their replies return as varied as snowflakes. Everyone has an individual style of play and personal preferences, but in general, no one tops his or her list with rolling dice, shopping, or looting. The ingredients of a great game lay beyond the basics of game design. Take the advice of Lord Bedlam Havok himself...

## Chapter One: Creating Memorable Characters

Lord Bedlam Havok Says:

*"When creating your character, choose an ethical system that can justify nearly any fit of temper, greed, cowardice, or vindictiveness, for example, Chaotic Violent..."* — The Protocols, Advanced Protocol #10

## Chapter Two: The Early Levels (Starting a Campaign)

Lord Bedlam Havok Says:

*"You've more to fear from your comrades, especially incompetent comrades, than from any dungeon — unless you're in charge. Thus, sow the seeds of fear early..."* — The Protocols, Advanced Protocol #11

## Chapter Three: The Middle Levels (Playing the Campaign)

Lord Bedlam Havok Says:

*"Sit next to the players running evil characters — they will be more likely to scheme with you and not against you..."* — The Protocols, Advanced Protocol #12

## Chapter Four: The Higher Levels (Wrapping Up the Campaign)

Lord Bedlam Havok Says:

*"My Golden Rule — they say there is no way to 'win' a role-playing game. While this may technically be true, there is most certainly a way to lose: dying a chump's death. If you've got to go, go out with a bang — and try to take the rest of the party with you, because there's no glory in showing up to Valhalla without your buddies..."*

— The Protocols, Advanced Protocol #13

The best games have invested players who bring good ideas to the table. This is where *PC Pearls* might handily assist you — by inspiring players to make the best characters, to assert their creativity, to make their mark on the game world and tell the best stories. Talented players help the Game Master create the best games by constantly providing input, adding color, taking risks, and actively playing in the communal sandbox that is the group constructed, shared narrative world of role-playing games. *PC Pearls* will inspire players to immerse themselves in the game, making for the most engaging, most enjoyable, most exciting time. ◆

## PC PEARLS

If you enjoy the contents of *GM Gems* or *PC Pearls*, please tell us on the Goodman Games forums at [www.goodmangames.com](http://www.goodmangames.com), or drop the authors a message at [www.werecabbages.com](http://www.werecabbages.com).

Happy gaming!

This is a systems-neutral sourcebook. It is designed to be used with any role playing game you choose, in any edition. Most role playing games share certain conventions, such as attack rolls, saving throws (or their equivalent), and magical spells. We make reference to these generic terms where it helps to clarify a point, but you should feel free to apply them to the game of your choice.

