

Echoes PERSONA WORKSHOP: Create or Add Detail to Your Persona

Mundane Name: _____

Realm: _____ **Current Date:** ____/____/____

Thoughts: If you are new to working within a persona or character, consider building the persona closer to who you really are. This will enable you to better recall or adlib your story as you go. Example: If you have 3 siblings (1 sister and 2 brothers), it may be best to keep that same breakdown for your persona.

SIMPLE ANSWERS:

I. Childhood & Origins

- Birthplace: _____
 - Who was in power? What year? _____
 - Family background (nobles/peasants/travelers/etc.): _____
 - Siblings? _____
 - Still in contact? _____
 - How many have died? _____
 - Early memory: _____
 - Favorite Colors: _____
 - Favorite Animal(s)/Pet(s): _____
 - Defining childhood event: _____
 - Childhood nickname: _____
 - Memorable Quote/What your father/mother always said: _____
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II. Appearance & Mannerisms

- Clothing style: _____

- Typical colors worn: _____
 - Accoutrements: _____
 - Distinguishing features (scars, tattoos): _____
 - Usual demeanor (cheerful, sly, stoic, etc.): _____
 - Voice/speech pattern/lingo: _____
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III. Employment / Role

- Primary trade/occupation: _____
 - How you learned it: _____
 - Skilled? ☐ Yes ☐ Sort of ☐ Not really (can you really do it!? ☐ Yes ☐ Sort of ☐ Not really)
 - Guild/order/household affiliation: _____
 - Most interesting/dangerous thing you've done on the job: _____
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IV. Skills & Talents

- Useful skills: _____
 - Secret or exaggerated skills: _____
 - Combat training (weapons?): _____
 - Literacy: ☐ Yes ☐ No ☐ Barely
 - Favorite Stories: _____
 - Herb lore / medicinal abilities: _____
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V. Hobbies & Interests

- Free-time activities: _____
 - Collections: _____
 - Instruments or performing arts: _____
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VI. Relationships

- Friends/allies: _____
 - Rivals/enemies: _____
 - Romantic situation: _____
 - Children and ages: _____
 - How you treat strangers: _____
 - Current Travel Companion(s): _____
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VII. Beliefs & Motivations

- Values: _____
 - Fears: _____
 - Personal goal or quest: _____
 - Deity/tradition you follow: _____
 - Top Two Love Languages: ☐ Physical Touch ☐ Words of Affirmation
☐ Acts of Service ☐ Quality Time ☐ Giving of Gifts
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VIII. Recent Events

- Where do you reside now (if not in birthplace): _____
 - Why you're at the faire/village today: _____
 - Recent life change: _____
 - Other places you have recently visited: _____
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IX. Secrets

- Hidden truth: _____
- Rumor about you: _____
 - Is it true: _____

PARAGRAPH ANSWERS (pick at least 4 and type up or add on a separate piece of paper):

1. “Describe a moment from your childhood that shaped who you are now.”

What happened, who was involved, and how did it change your character’s path? This can be a joyful moment, a tragedy, a weird supernatural encounter, or something mundane that became meaningful later on.

2. “Tell the story of the biggest decision you ever made and why you made it.”

Was it duty? Love? Ambition? Fear? Did the choice help or hurt you in the moment and in the long-run? Do you regret it?

3. “Write about a person who mentored you—or betrayed you—and how that relationship affects you today.”

This builds emotional depth and can influence how characters interact with others at the faire. Such as if a sherrif/leader/enforcer was abusive, you may respond more brusquely that others.

4. “When did you first leave home, and what pushed you to do so?”

Did you run away? Set off on a trade route? Follow a prophecy? Were you banished? ... or are you still there!? Where did you go, and what did you learn?

5. “Describe a time your character was genuinely afraid, and how they responded to that fear.”

Fight, flight, freeze, bluff, pray?

This helps participants understand their character’s emotional wiring.

6. “What loss has your character suffered, and how does it still echo through their life?”

This doesn’t have to be tragic—it could be the loss of a treasured tool, a childhood home, a friend who moved away.

7. “Share a rumor others whisper about you—true or false—and explain how it started.”

This adds social intrigue for faire interactions.

8. “Describe a time you did something heroic or foolish. Who remembers it differently than you do?”

Memory vs. reputation creates fun contradictions.

9. “Tell the story of an object you always carry and why it matters.”

A ring, a rune stone, a scrap of map, a lock of hair, a drawing or letter, a broken blade...

Objects carry emotional and narrative weight.

10. “What is a promise you made that you haven’t kept... yet?”

Who did you make it to?

What stands in the way of fulfilling it?

11. “Describe a typical day in your life *before* arriving here.”

This gives rhythm and texture to their background.

What work did they do? What annoyed them? What did they look forward to?

12. “What belief, superstition, or old saying guides your decisions?”

Did a grandmother teach it? A mentor? A priest?

Does your character actually *follow* it, or do they just say they do?

13. “Explain the greatest embarrassment or mistake of your past that you hope no one brings up.”

Keeps things humorous or dramatic depending on the character.

14. “Tell the story of the first time you realized the world was bigger (and stranger) than your home.”

Maybe they saw magic, war, a giant festival, a strange creature, a traveler with stories...

15. “Describe the place you consider your true home.”

It might not be where they were born.

What does it look, sound, and smell like?

Why does it feel like home?

OTHER NOTES/STORIES/THOUGHTS/PLANS:

[illegible]