

Character Building with the 5Ps

A framework we call the **5Ps** can help creators examine the identifying characteristics, attributes, skills, and dialogue of their characters. The 5Ps are ...

The P	Questions to Consider	Notes
<p>Prominence: How significant is the character to the game world?</p>	<p>Who are your game's most prominent characters? Are characters from marginalized groups relegated to less prominent roles?</p> <p>In addition to playable characters, think about bystanders and other supporting characters including competitors, quest givers, villains, bosses, lower level antagonists (attackable NPCs).</p>	
<p>Power: Does the character have agency?</p>	<p>Are marginalized groups important to telling the story, or are they just an accessory? Keep in mind, agency signals freedom, autonomy, and self-determination.</p>	
<p>Personality: What unique set of traits define the character and shape their interactions and reactions in the game?</p>	<p>Do your characters' personalities reflect and/or reinforce identity stereotypes? Do they challenge them?</p>	
<p>Proficiency: What are the unique skills, abilities, and talents the character possesses in the game world?</p>	<p>Do the skills and abilities assigned to characters reflect and/or reinforce stereotypes? Do they challenge them?</p>	
<p>Profession: What is the character's job, role, or professional background in the game world?</p>	<p>Do your characters have occupations or professional backstories? If so, what fields? Do these occupation choices reflect and/or reinforce stereotypes?</p>	