



New Character Introductions

Sound Strategy & RPG-Inducing Questions

New character introductions – a common conundrum for any DM. The scene is ripe with tantalizing role play but sadly, it often becomes a drive-thru experience. [DM Samuel](#) and [Ben's RPG Pile](#) have helpful player interaction recommendations and a series of friendly role play-inducing questions to ensure you get the most out of this bountiful opportunity.

THE QUESTIONS

The surviving player's PCs will be asking some of the following questions of the new PCs. The DM's role here is that of the [moderator](#). For example: Ask the players to clarify or expand upon their answers as needed. Point out a question if the situation calls for it. Make suggestions if a crew member freezes or looks lost. Encourage players to make up their own questions. Also, allow the "new" PCs to ask questions of the "recruiting" group as well.

- Q:** How do you know each other?
- Q:** From where on our map do you hale? [show a map while asking]
- Q:** Who in your group is the bravest, hardest hitter, sneakiest, most temperamental, etc?
- Q:** Who is the leader of your group?
[leader as in personality, not DnD 4e role]
- Q:** Has your group lost any members? How? Why?
[ask follow-up questions about this]
- Q:** Do you have a hated enemy? Who is it? Why?
- Q:** Is your group on a quest of your own? What is it you seek?
- Q:** Any wacky quirks about which we should be worried or made aware?
- Q:** Have you seen or heard of [existing story clues – places, people]?
- Q:** Why should we deem your group trustworthy?
- Q:** What is your greatest challenge as a group?
- Q:** Who/What is the most powerful foe you have bested?



THE SCENE

Your party has narrowly escaped a dastardly battle. Only three of the six characters now remain. The start of the next game session will require an introduction of "replacement" PCs to the group.

THE PREP

As DM, you will need to pull the players aside ahead of time and prepare them for the next session. It's important that the surviving PCs play off the initial answers from the new characters. Do a couple Q&A examples. You can pass them this handy handout and nudge them to utilize some or all of these questions.