

Backstory Questionnaire

A Backstory profile explores your character's history and explains their personality in the current day.

Note: If you are unable to complete this document, ask me to provide it in Google Docs instead.

Your Details	
Name	Kiroku
Online Handle	Kirokubandit
Date Completed	Sep 26, 2019

Character Details	
Name	Devorak
Description e.g., Species Sex Age Height + Weight Other details	Lizardfolk Male 25 (Lizardfolk lifespan is similar to humans) 6 foot 6 inches, 220 pounds Yellow eyes, blue top fins, orange skin. He is a Druid, so his character is tied intimately with nature - can speak to / command animals, shape shift, perform spells, and fight.
Fictional species?	Character race "Lizardfolk" is from Dungeons and Dragons. Character design is from Divinity Original Sin 2.
Story	Devorak is in many stories from different D&D campaigns I am in. While the stories are different, Devorak's character has his foundations and characteristics.
Siblings	
Other media available? Images, Video footage, Costumes, etc.?	Portrait of Devorak: http://www.furaffinity.net/view/31802496/
What colours would you like me to use?	This is for Infographics and videos only. Not applicable for No Frills.

Trust and Confidence

(Infanthood)

- How did your character's parents feel when they first realised that a baby was on the way? I.e., was your character's conception planned, or accidental?
 - Devorak's parents were very happy to find out about their pregnancy. Lizardfolk highly value the reproduction of their species.
- How did the primary caregiver feel about gestating a baby/looking after an egg? Were they excited, afraid, angry?
 - Laying and hatching eggs is a celebrated event. The lizardfolk group don't have much of a structured society, but there is an understanding of heightened value and respect for the mothers of unhatched and young lizards. The survival of the egg and parents are a priority.
- Were your character's caregivers capable of looking after an infant mentally, emotionally, and financially?
 - The proud parents of any young lizard are mainly preoccupied making sure the young survive and integrate into the pack more than anything else. All of the females in the tribe looked after all the hatchlings as a full time job because they are hard to wrangle and, if left alone, will wander off.
- Were both parents present for your character's birth? What happened during the birth (were there any complications)?
 - Devorak's parents were nervously awaiting his hatch day. Breeding tends to come in "seasons" in the group and it's common that many young are hatched around the same time. Lizardfolk keep a very close balance of 50 adult males, 50 adult women, and up to 50 hatchlings a season. Because of this, there is a community hatching ceremony throughout some months of the year while many new hatchlings are ready. All the women gather in a private, heavily protected layer where all the eggs sit in preparation for hatching.
- Was your character's mother/primary caregiver nurturing towards your character as a newborn? If not, how did they behave towards them and how did your character feel about that?
 - Devorak's mother and father were stern, but nurturing. This is the norm for the culture. Survival skills and group harmony are priority.

=====

Freedom and Self-Determination

(Toddlerhood)

- - does character hold on/grasp?
 - Devorak was raised to never forget the good and bad actions of someone. This doesn't mean that someone's character can't change, rather remembering actions helps him understand if someone has changed or how they have changed. It is meant to humanize the wrong do-ers in his pack (remembering they can still do and be good) and learning how those who are good to you can still harm you.
- - does character let go?

- He can easily let go or hold on if something is life threatening, but is not particularly strong on hanging on or letting go for the smaller things.
- - is character destructive and cruel?
 - Devorak is mostly a “lawful neutral.” If it’s not evil or undeserving, he won’t do certain things, but he does push the line if he knows it’s not technically wrong to him.
- - was character benign and relaxed?
 - Growing up, Devorak was an energetic kid and was mostly worry free in his home surroundings. He was more tense when thinking about the unfamiliar world outside of his home. Rather than being timid, he would try to use his wit and manners to navigate through situations.
- - what was it like to express choice for the first time in their life?
 - The first time he made a choice that left an impact on him was during a training hunt. He was instructed to spear a rabbit, and after choosing to do it, he had a strong reaction from realizing that his actions can cause the survival or death of another creature.
- - did they make any bad choices in their inexperience?
 - Most of Devorak’s life lessons (learning the hard way) was due to his curiosity poking around animals and contraptions without knowing enough information or being aware of his surroundings.
- - does the character doubt themselves?
 - He doesn’t doubt himself as much as maybe one should that wants to be curious about the world, but instead of wallowing in regret, he is a quick learner and accepts when he learns a better way of doing something.
- - does the character focus on details because they can't watch everything – the big picture contains too much detail?
 - Devorak spends a lot of time on the details and possibilities of his decisions in a particular environment. He likes to keep no stone unturned and can get anxious when he doesn’t have the ability to take his time in his environment looking for all the answers.
- - does the character often feel unready to show projects to others?
 - He keeps some projects to himself and is only ready to show them to others when he feels it’s the perfect time. Sometimes it’s never, but he tries to be strategic in revealing projects.
- - does character wish they were invisible?
 - Devorak often wishes he was invisible. It would help him avoid some tedious work the tribe depends on the young to do for survival like hunting. In fact, being invisible would make hunting itself easier, too. It would also allow him to get closer to the wildlife he is so interested in and unfortunately is usually only there to hunt.
- - how cooperative/wilful is the character?
 - Since as early as he can remember, Devorak’s tribe engraves the importance of groupthink and working together in order to survive. For such a young toddler, he already knows his place in the order and function of the survival of his family

- - how well does the character express/suppress themselves?
 - Like most of the recent hatchlings, Devorak was an energetic, curious, slithering boy. At his young age, he wore his emotions on his face and did not notice if he was going overboard. He was too young to understand the conservative nature of his tribe, though, the tribe expects this out of hatchlings.
- - how controlled do they feel by others?
 - Devorak was too young at the time to know what control was outside of his parents telling him “no” or waking him up early to play and socialize with the other hatchlings. He would grow up to hate the control his tribe has just to survive because of their isolationist attitude and belief in superiority.

===== starting here we'll say he's maturing

Ambition

(Young childhood)

- - how energetic was your character as a small child?
 - Devorak was a very energetic child with a great imagination. Ever since he saw great warriors visit from a nearby town, he would always play “warrior” by himself or with the other children. Even at this young age, the hatchlings were maturing and quickly found themselves with more and more expectations and responsibilities from the elders. This strained how he let out this energy as there was less and less time to play and more time being spent on daily routines.
- - how much did your character enjoy/feel guilty about their victories and achievements?
 - The nature of survival is competitive, and all the maturing children were taught to celebrate their successes. Devorak learned enjoy and celebrate his victories and achievements. He especially felt this when succeeding in learning how to fashion crude weapons for hunting. He would play with the weapons he made, pretending to be a warrior, before handing them off to the tribe.
- - how good did they get at cooperating?
 - The tribe survives on common goals and cooperation. At this stage in Devorak’s life, it was common for parents and superiors to send children off to do things and go places on their own. The tribe strongly believes that children must learn to work with each other to increase the tribe’s future of survival.
- - did they develop a tendency to berate themselves?
 - As a child, Devorak only berated himself when he would lose at games he would play with other children. He loved the feeling of victory, but was also content with playing by himself and having fun rather than risking ill feelings towards himself. The conflict of risk and reward made him more critical and tactical about his decisions.
- - what are the character's biggest wishes and dreams? Can they ever fulfil them?
 - The imaginative and adventurous Devorak dreamt to be like the large guards from the neighboring city. He imagined what brave and dangerous adventures

they must go on. He was so inspired when he ask his mother what the big guards do. She said they were strong men that protected the queen and princess in the nearby city, and that they were so strong they also protected the Lizardfolk here in this swamp. Devorak wanted to be one of those men that went all over the map and protected princesses and the people he loves in his home swamp.

- Devorak would eventually find that his dreams of being a rogue fighter and explorer is incompatible with his life in the swamp tribe of many lizardfolk uninterested in both of these things.

=====

Productivity (Older childhood)

- - how did the character feel about being productive rather than playing?
 - Devorak was fond of some work like crafting, fishing, and foraging. He had a more difficult time than most adjusting to beginning a life of work after his early childhood of recreation. Many children at this age are maturing into fully capable lizardfolk, but maintain their natural childish energy and attention span.
- - what was the transition from home to school like?
 - Schooling for all the older children consisted of days full of fishing, hunting, scavenging, and even stealing. Their simple civilization does not consist of farming or animal raising, so these skills had to be perfected over anything else.
- - how well prepared did he feel to contribute?
 - Devorak was excited to become a great hunter and forager. Spending all his waking moments training complimented his desires to be a warrior.
- - how did they feel about others also contributing? Status, adequacy, teamwork?
 - The tribe's culture of survival ingrained everyone with a debt to their fellow lizardfolk and also high expectations the other's will do the same. Devorak became obsessed with being the best he could at the skills he was learning. He expected everyone to train their hardest and concern themselves with the tribe's success.
- - what were their thoughts about being part of the society they lived in – what they were going to be as an adult?
 - Devorak loved his fellow lizards and family, but felt the conflict of his desire to explore the world incompatible with living in a society that only had one goal - to survive. He wanted to go beyond the average lizard and learn, fight, find treasures, and have a purpose beyond his own survival and reproduction. He heard of some lizardfolk in his tribe that desire the outside world and are allowed to leave if they promise to bring back knowledge and goods to the leader. Devorak liked this idea and knew he would have to prove himself to those members.
- - how did their caste, gender, race and other facets of their identity factor into this?

- After countless days of repetitive training and perfecting his hunting, Devorak was nearing the end of his childhood and maturing into a fully grown lizard. Puberty happens quite young for lizzards, and what they develop into destinies them for their adult life. Devorak noticed that his perfected hunting skills were being affected by something deep within him. He began empathizing with the wild plants and animals and noticed he was more interested in befriending the animals rather than hunting them. At some points, he believed he was losing his mind. When he became tired, he swears he could almost hear dozens of conversations going on even when he was alone, hunting in the fields. He made jokes to himself saying it was just the mice talking.
- He finally opened up to his parents about his distress, and their eyes lit with joy! They praised Semuanya (lizardfolk god) and embraced Devorak. It seemed that he was showing signs of developing into a Druid. Druids were seen as symbols of the lizardfolk spirituality and could be leaders.

=====

Child to Adult Transition (Adolescence)

- - how well did others appear to regard your character?
 - Devorak was respected by his trainers and the other maturing lizzards in his age range. He was hard working and skilled. It didn't much matter he was also friendly and quiet, but it didn't hurt. Because it was suspected he was turning into a Druid, this also attracted a popular crowd with the older druids in the tribe. Devorak was unbelievably shocked at his realization that, either by happenstance or a blessing by Semuanya, his class might be the key to getting out of the tribe and exploring the world.
- - how did your character ensure some sense of sameness / continuity?
 - Even though many lizzards Devorak's age were all finding out their blessings, it was made a point that every lizard must act as one. Each unique lizard and class must work in harmony for the survival of the tribe, and in dire situations, every lizard must do anything at any cost to protect the collective.
- - how was it decided who was in their social group and who was out?
 - Because of the ingrained collective culture, friendships and friend groups were much more fluid than what outsiders may expect. It is expected that if someone is in your tribe it is not strange to approach them for help, invite them for recreational activities, or cook and dine with them. Devorak like this and accepted his culture, but most likely like every other lizard, deep down he had an agenda and wanted to appeal most to the traveling group.
- - who did they appoint as their adversary (if anyone)?
 - As he grew closer with the traveling lizzards, he wanted to learn as much as he could about the places they've seen, what the outside world is like,

and how they got in the position to do this.

- - who were their role models?
 - Like most lizardfolk in his tribe, his only role models are god and king. The primary lizardfolk god, Semuanya, a warrior who was referred to as a male or female depending on their needs. During peaceful times, she was “the breeder” and gave the lizardfolk the desire to mate and strength to raise hatchlings. In times of war he was the “Watcher and Seeker” who gave the lizardfolk their advantageous hunting and fighting skills.
- - who were their girlfriends/boyfriends during adolescence, and what were these partners like?
 - Relationships in the lizardfolk tribe are different than outsiders might expect. Dating is very short term until both lizards must decide to either marry, mate, or move on. The conditions for marriage are not much based on similar interests or personality as it is the two can serve each other without abuse. Marriage is a common tradition which is a commitment that one male lizard will provide for one female lizard and she will raise a hatchling. Strict mating, on the other hand, is less of a commitment, and both the male and female lizards are free to support and be supported by any other unmarried lizards in the tribe. It’s also acceptable for mothers in the mating lifestyle to trade children. It’s common that hatchlings of a mother who chose only to mate may have a few different mother and father figures in their childhood. These two relationship styles are a necessity for resource management and survivability.
 - Devorak knew his adventurous plans would make him a poor father, so he was interested in finding an attractive (albeit all lizardfolk look the same to outsiders) unmarried female to mate with before departing.
- - how did they go about keeping the pool of people they were to establish their new identity in, manageably small (ie., cliques, political interests, etc.)?
 - The tribe was curious about Devorak’s choice to travel with the other lizardfolk around the world rather than try his hand in a leadership role because of his class, but he was able to try out being a traveler if he swore to either always travel with another lizardfolk or at least a piece of lizardfolk. The race is very protective of their kind, and, while not totally against leaving the tribes, don’t want a fellow lizard to lose their identity and be seduced by the ways of other civilizations and never return home.
 - No matter the length of the journey or the distance of the destination, it’s important to the identity of the lizardfolk that it is in the name of their people. It’s easy to adjust to more comforting lifestyles, but the lizardfolk are proud survivalists and want to continue their culture to honor their ancestors and their gods.

=====

Closeness in Relationships
(*Young adulthood*)

- - does your character affiliate with others well?
 - As curious as a lizardfolk could be that wishes to explore the world outside of his own tribe, Devorak only affiliates well with his own kind but is more than civil to “softskins” (non-lizardfolk). He recognizes that other races and species have advantages, but, due to his upbringing, can only think how they serve him. In his development, he’s learned to be companions with others, but much prefers his company with animals or other lizards.
- - what is your character's attitude towards work?
 - Devorak likes work because he is able to show his worth to the other lizardfolk and help them survive. He also takes pleasure in scavenging, hunting, and roaming to find things that can help him. The reward for his work is also a big motivation: food, little treasures, and resources he can provide to those that depend on him.
- - what is your character's sexual / intimate relationship(s) like?
 - Because Devorak spends almost all of his time away from his swamp homeland, he chose not to marry, but mated with a fellow lizardfolk in his previous training class before joining the traveling lizards as his job. The two spent a lot of time together in training and she was attracted to his hunting skills. Devorak also like the girl because she was well trained and was confident she could keep his hatchling alive while he was gone.
 - Devorak knows he shouldn’t be with anyone during his years of traveling, but does often picture himself with a wife in his later years. As for now, he must be satisfied with himself, and by himself, as to not burden the tribe with hatchlings that he cannot take care of and threaten the resources of a tribe.

=====

Passing on Responsibilities

(Middle age)

- - what is your character's relationship with their career when they retire?
 - If Devorak manages to survive long enough to become an elder, he wants to retire back to the swamp that raised him and ensure the survival of his people. He wants to take all the knowledge, experiences, and treasures from his travels to better the next generation of lizardfolk.
- - what is your character's relationship with their children as they become adults?
 - Devorak visits the mother of his hatchling each time he visits the tribe. He cares deeply about the survival of his offspring and that the mother is being taken care of by another lizardfolk. The tribe believes they are all apart of each other, and therefore all offspring are everyone’s children.

=====

End of Life

(Old age to death)

- - how will your character feel about reaching the end of his life?
 - Devorak wants to reach the end of his life in old age, but is well aware that many male lizardfolk meet their end defending their tribe or offspring. Devorak doesn't care either way, but as a lizardfolk, wants his death to be near his tribe so they can take his body and eat it. This tradition of eating the dead is a reinforcement that they became a part of everyone in the tribe and lived through them.