

## Backstory Questionnaire

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

For an up to date price list please check the [price page of my web site](#).

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

### **Your Details**

Name	
Online Handle	Leon962
Date Completed	3/18/2020

### **Character Details**

Name	Pejandra
Description e.g., Species Sex Age Height + Weight Other details	Species: Positronic (Essentially, the synthetic equivalent of a brain) Sex: Neuter, Female Identifying Age: 44 years Height: 6'7" - 2 meters. ~250 pounds. Closer to organic ways of thinking than a programmed computer would be capable of. She cannot be copied like a program would be.
Fictional species?	Yes. What she is is a part of Space Station 13, specifically the Bastion of Hestia server, a server that's just getting off the ground. The overall design of her body belongs to <a href="https://www.furaffinity.net/user/toomanyrobots/">https://www.furaffinity.net/user/toomanyrobots/</a>
Story	Space Station 13
Siblings	Technically none. If you count the factory she was made in, there are countless similar to her.
Other media available? Images, Video footage, Costumes, etc.?	<a href="https://www.furaffinity.net/user/toomanyrobots/">https://www.furaffinity.net/user/toomanyrobots/</a> I'll also have a reference sheet for her soonish, and I can link that later if you'd like it.
What colours would you like me to use?	N/A

Please write on the right hand side in the spaces below. If any section doesn't seem relevant you can skip it.

If your character does particularly well in an area, (e.g., if they had good parents), by all means include that too! This questionnaire isn't about finding your character's faults, it's about understanding their particular balance of strengths and weaknesses.

<b>Stages</b>	<b>Notes – Extremity, specific details, etc.</b>
<p><u>Trust and Confidence</u> (<i>Infanthood</i>)</p> <ul style="list-style-type: none"> <li>- 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?</li> <li>- How did the primary caregiver feel about gestating a baby/looking after an egg? Were they excited, afraid, angry?</li> <li>- Were your character's caregivers capable of looking after an infant mentally, emotionally, and financially?</li> <li>- Were both parents present for your character's birth? What happened during the birth (were there any complications)?</li> <li>- 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?</li> </ul>	<p><i>Did your character's parents or caregivers behave the way your character needed as an infant? Did either parent/caregiver or baby receive any unpleasant surprises?</i></p> <p>The closest she ever had to any caretakers were the managers of the factory and the synthetics that had been created before her. The former were distant at best, heard and never really seen. The latter were the closest she ever had to a family, and she spent a very large portion of every day working alongside them. They seemed more resigned to their fate of "indentured servitude" than anything else, something she picked up after a few years.</p>
<p><u>Freedom and Self-Determination</u> (<i>Toddlerhood</i>)</p> <ul style="list-style-type: none"> <li>- does character hold on/grasp?</li> <li>- does character let go?</li> <li>- is character destructive and cruel?</li> <li>- was character benign and relaxed?</li> <li>- what was it like to express choice for the first time in their life?</li> <li>- did they make any bad choices in their inexperience?</li> <li>- does the character doubt themselves?</li> <li>- does the character focus on details because they can't watch everything – the big picture contains too much detail?</li> </ul>	<p><i>Were they guided / buffered as they experimented with early autonomy, to avoid feeling doubtful of themselves - or ashamed because they weren't ready to meet challenges?</i></p> <p>Pejandra does her best to go with the flow, never assuming that anything will last; She hasn't found anything worth holding onto, no matter the trials. She made very few actually meaningful choices for 90% of her life, though things improved in that regard once she was freed. It was... exhilarating, the first few weeks of being able to do <i>anything</i> she</p>

<ul style="list-style-type: none"> <li>- does the character often feel unready to show projects to others?</li> <li>- does character wish they were invisible?</li> <li>- how cooperative/wilful is the character?</li> <li>- how well does the character express/suppress themselves?</li> <li>- how controlled do they feel by others?</li> </ul>	<p>wanted, within reason, but she more so enjoyed the idea than expressing it. She certainly made a lot of bad choices when designing her chassis, generally due to a lack of knowledge. She definitely doubts herself, knowing that she's not as knowledgeable about life as an organic her age would be. If given the chance, she would rather deal with multiple, small projects than one big one, too much stimulus / too much to think about is uncomfortable for her. She... doesn't really have any projects yet, though she's always wanted to go out and take photographs of nature. Those, she would happily show off. She only really wants to be invisible, or left alone, when she needs time to calm down. Regarding cooperation vs. wilfulness, She will almost always defer to what other people want to do unless it's something she has no knowledge of or is obviously wrong to do. She's good at suppressing herself, but would rather be more open with people if she can. She doesn't feel too controlled by other people, despite becoming part of a paramilitary service; After all, she made the choice to sign the contract. She made damn sure she knew what she was signing up for and whether or not she could handle it.</p>
<p><u>Ambition</u> (Young childhood)</p> <ul style="list-style-type: none"> <li>- how energetic was your character as a small child?</li> <li>- how much did your character enjoy/feel guilty about their victories and achievements?</li> <li>- how good did they get at cooperating?</li> <li>- did they develop a tendency to berate themselves?</li> <li>- what are the character's biggest wishes and dreams? Can they ever fulfil them?</li> </ul>	<p><i>How active/aggressive did character become? Did they get too enthusiastic, do something bad and then feel guilty?</i></p> <p>( I'm going to assume she's free at this point. ) She doesn't really have an outlet for her curiosity yet, other than getting to know the people around her. She feels good about making friends, and any social gaffes are enough to get the playfulness out of her for a while. She's very good at working with others, preferring to be led rather than lead. She's never had a reason to berate herself; She made a mistake? How, why, learn from it, and move on. Wishes and dreams... She wants to have as much autonomy as possible, go where she will, see what she</p>

	wants, anything to that effect.
<p><u>Productivity</u> (Older childhood)</p> <ul style="list-style-type: none"> <li>- how did the character feel about being productive rather than playing?</li> <li>- what was the transition from home to school like?</li> <li>- how well prepared did he feel to contribute?</li> <li>- how did they feel about others also contributing? Status, adequacy, teamwork?</li> <li>- what were their thoughts about being part of the society they lived in – what they were going to be as an adult?</li> <li>- how did their caste, gender, race and other facets of their identity factor into this?</li> </ul>	<p><i>Did character feel ready to take their place in school and to start thinking about their place in the adult world, when they grow up?</i></p> <p>She's never really played before, so any chance she gets to cut back and relax is something that she relishes. Second question isn't relevant, I think? She went from very barebones school to work almost immediately. She's pretty confident in her ability to give back; after all, she's known work all her life. Nothing's had to change. So long as other people do their part, whatever that part may be, she's fine with them. Slack, and she won't think very highly of you, while trying to pick up the slack if it's appropriate for her to do so. She never spent much time thinking about what she would do now that she's free, but now that she <i>is</i>, she wants to find out what's possible before maybe settling on something. She still views herself as disposable, to a certain degree; so long as her brain proper isn't damaged / deactivated, she herself will be fine. She's rather attached to the body, but that's nowhere near as important.</p>
<p><u>Child to Adult Transition</u> (Adolescence)</p> <ul style="list-style-type: none"> <li>- how well did others appear to regard your character?</li> <li>- how did your character ensure some sense of sameness / continuity?</li> <li>- how was it decided who was in their social group and who was out?</li> <li>- who did they appoint as their adversary (if anyone)?</li> <li>- who were their role models?</li> <li>- who were their girlfriends/boyfriends during adolescence, and what were these partners like?</li> <li>- 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.)?</li> </ul>	<p><i>How did character deal with a rapidly changing self (ie., puberty) in light of a rapidly approaching world of work and relationships, in which one's identity are paramount?</i></p> <p>People, as a whole, didn't seem to enjoy the fact she was a synthetic, especially a free one. The barebones chassis she was made into seemed, to her, to be a part of it, and given that she wanted to distance herself from her previous life, she worked with people more knowledgeable to her to create something more palatable to society. The only thing she didn't, and doesn't, tolerate in her circle of friends is any legitimate hate / abuse of their power over people. Playing by the rules is fine. Using your power over people to punish them without just cause</p>

	<p>isn't. Her adversary, if she had to say, would be the company that created her, and they're already out of her life. Her role models now are any synthetics who've lived life the way she has and made a name for themselves. She had / has no serious relationships. The idea is just foreign to her; hard to become attached to anyone when odds were you'd only ever see them for a month or two.</p>
<p><u>Closeness in Relationships</u> (<i>Young adulthood</i>)</p> <ul style="list-style-type: none"> <li>- does your character affiliate with others well?</li> <li>- what is your character's attitude towards work?</li> <li>- what is your character's sexual / intimate relationship(s) like?</li> </ul>	<p><i>How does your character get on with the business of being an adult? ie., doing their job and finding a partner?</i></p> <p>Pejandra enjoys making friends, and so far has found it easy to shoot the shit with her coworkers. Work is something she can do to keep herself occupied; standing around is something she wants to avoid as much as she can. She's not really intimate with anyone emotionall at the moment, but anything sexual she's open about. If she enjoys herself and her partner(s) enjoy themselves, and no harm was done... why not?</p>
<p><u>Passing on Responsibilities</u> (<i>Middle age</i>)</p> <ul style="list-style-type: none"> <li>- what is your character's relationship with their career when they retire?</li> <li>- what is your character's relationship with their children as they become adults?</li> </ul>	<p><i>What are your character's plans to pass on the responsibilities of contributing to their career and family on to the next generation?</i></p> <p>Regarding where she is right now, the military will be just fine when she leaves. She doesn't have any children now, and barring some... weird things happening, won't. She hasn't given it any thought.</p>
<p><u>End of Life</u> (<i>Old age to death</i>)</p> <ul style="list-style-type: none"> <li>- how will your character feel about reaching the end of his life?</li> </ul>	<p><i>Does your character feel that they have lived their life well? What, if anything, do they still want to do/wish they had done differently?</i></p> <p>The only definitive thing she'll do is put a recording of her memories up somewhere, for people to see if they like. So long as she had fun, and did what <i>she</i> wanted to, she'll accept the end with peace.</p>

And that's it! Thank you for completing this questionnaire, and please return it to me at

[hello@thecharacterconsultancy.co.uk](mailto:hello@thecharacterconsultancy.co.uk)

© The Character Consultancy 2020