

# FACTIONS

**NAME:** \_\_\_\_\_ **ALIAS:** \_\_\_\_\_ **CONCEPT:** \_\_\_\_\_ **FACTION:** \_\_\_\_\_

**AWARENESS:**

**Empathy:** \_\_\_\_\_ [ ]  
 Animal Sense 0000  
 Detect Lies 0000  
 Emotion 0000  
 Threat 0000

**Sensory:** \_\_\_\_\_ [ ]  
 Concealment 0000  
 Direction 0000  
 Notice 0000

**Supernatural:** \_\_\_\_\_ [ ]  
 Ability 0000  
 Mystic 0000

**BODY:**

**Endurance:** \_\_\_\_\_ [ ]  
 Fatigue 0000  
 Tolerance 0000  
 Toughness 0000

**Power:** \_\_\_\_\_ [ ]  
 Lift 0000  
 Strength Feats 0000

**CONTROL:**

**Persuasion:** \_\_\_\_\_ [ ]  
 Debate 0000  
 Deception 0000  
 Etiquette 0000  
 Fast Talk 0000  
 Interrogation 0000

**Street:** \_\_\_\_\_ [ ]  
 Blend 0000  
 Locate 0000  
 Streetwise 0000

**CREATIVITY:**

**Appearance:** \_\_\_\_\_ [ ]  
 Disguise 0000  
 Grooming 0000  
 Style 0000

**Art:** \_\_\_\_\_ [ ]  
 Computer Graphics 0000  
 Crafts 0000  
 Draw 0000  
 Metalwork 0000  
 Paint 0000  
 Photography 0000  
 Sculpt 0000  
 Tattoo 0000  
 Video Editing 0000

**Enigmas:** \_\_\_\_\_ [ ]  
 Riddles 0000  
 Puzzles 0000

**Music:** \_\_\_\_\_ [ ]  
 Appreciation 0000  
 Composition 0000

**Occult:** \_\_\_\_\_ [ ]  
 Lore 0000  
 Religion 0000  
 Ritual Magic 0000

**Writing:** \_\_\_\_\_ [ ]  
 Fiction 0000  
 Journalism 0000  
 Poetry 0000  
 Rhetoric 0000  
 Technical 0000

**PRESENCE:**

**BEAUTY:** \_\_\_\_\_  
 Current Beauty: [ ]  
 Bonus to Presence: [ ]

**Charisma:** \_\_\_\_\_ [ ]  
 Charm 0000  
 Intimidation 0000  
 Seduction 0000

**Performance:** \_\_\_\_\_ [ ]  
 Acting 0000  
 Animal Command 0000  
 Leadership 0000  
 Oration 0000  
 Singing 0000  
 Stage Presence 0000

**QUICKNESS:**

**Armed:** \_\_\_\_\_ [ ]  
 Chain 0000  
 Club 0000  
 Knife 0000  
 Shield 0000  
 Staff/Spear 0000  
 Sword 0000  
 Whip 0000

**Athletics:** \_\_\_\_\_ [ ]  
 Acrobatics 0000  
 Archery 0000  
 Climbing 0000  
 Dance 0000  
 Dodge 0000  
 Move 0000  
 Parachuting 0000  
 Riding 0000  
 Sneak 0000  
 Sport 0000  
 Swimming 0000

**Unarmed:** \_\_\_\_\_ [ ]  
 Block 0000  
 Grapple 0000  
 Strike 0000

**REACTION:**

**Boatmanship:** \_\_\_\_\_ [ ]  
 Captain 0000  
 Hovercraft 0000  
 Powercraft 0000  
 Sail 0000

**Coordination:** \_\_\_\_\_ [ ]  
 Bartending 0000  
 Pick Pocket 0000  
 Sleight of Hand 0000  
 Video Games 0000

**Drive:** \_\_\_\_\_ [ ]  
 Auto 0000  
 Heavy Equipment 0000  
 High Performance 0000  
 Motorcycle 0000  
 Oversized 0000

**Gunplay:** \_\_\_\_\_ [ ]  
 Heavy 0000  
 Pistol 0000  
 Rifle 0000  
 Shotgun 0000  
 Submachine 0000

**Perform Inst:** \_\_\_\_\_ [ ]  
 Play \_\_\_\_\_ 0000  
 Play \_\_\_\_\_ 0000

**Pilot:** \_\_\_\_\_ [ ]  
 Air Combat 0000  
 Commercial 0000  
 Helicopter 0000  
 Plane 0000

**REASONING:**

**Computer:** \_\_\_\_\_ [ ]  
 Hacking 0000  
 Programming 0000  
 Use 0000

**Finance:** \_\_\_\_\_ [ ]  
 Appraisal 0000  
 Investment 0000  
 Stock Market 0000

**History:** \_\_\_\_\_ [ ]  
 Ancient 0000  
 Archeology 0000  
 Modern 0000

**Language:** \_\_\_\_\_ [ ]  
 Fluent \_\_\_\_\_ 0000  
 Fluent \_\_\_\_\_ 0000  
 Linguistics 0000

**Mathematics:** \_\_\_\_\_ [ ]  
 Accounting 0000  
 Applied 0000  
 Theoretical 0000

**Medicine:** \_\_\_\_\_ [ ]  
 Brewing 0000  
 Cooking 0000  
 Diagnose 0000  
 First Aid 0000  
 Herbalism 0000  
 Medtech 0000  
 Pharmacy 0000  
 Surgery 0000  
 Torture 0000

**Physical Science:** \_\_\_\_\_ [ ]  
 Agriculture 0000  
 Astrophysics 0000  
 Biology 0000  
 Chemistry 0000  
 Environmental 0000  
 Geology 0000  
 Physics 0000

**Research:** \_\_\_\_\_ [ ]  
 Disappear 0000  
 Investigation 0000  
 Library Use 0000  
 Net 0000

**Social Sciences:** \_\_\_\_\_ [ ]  
 Advertising 0000  
 Culture 0000  
 Economics 0000  
 Law 0000  
 Philosophy 0000  
 Psychology 0000  
 Sociology 0000  
 Teaching 0000

**Strategy:** \_\_\_\_\_ [ ]  
 Conspiracy 0000  
 Games 0000  
 Military 0000  
 Politics 0000

**Survival:** \_\_\_\_\_ [ ]  
 Arctic 0000  
 Camouflage 0000  
 Desert 0000  
 Temperate 0000  
 Tropical 0000

**Tech:** \_\_\_\_\_ [ ]  
 Carpentry 0000  
 Communications Sys 0000  
 Design 0000  
 Electronics 0000  
 Explosives 0000  
 Fire Control 0000  
 Forgery 0000  
 Lock Picking 0000  
 Mechanics 0000  
 Operate Machine 0000  
 Security Systems 0000

**WILL:**

**Resistance:** \_\_\_\_\_ [ ]  
 Coercion 0000  
 Stress 0000

**Strength:** \_\_\_\_\_ [ ]  
 Concentration 0000  
 Courage 0000  
 Lucid Dreaming 0000

**Extras**

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

<b><u>WOUND LEVELS</u></b>		<b>0000000000</b>	<b><u>TOTAL HEALTH</u></b>
Light W: [ ]	Stun 8 KO 5	<b>0000000000</b>	-2 PEN
Moderate W: [ ]	Stun 12 KO 10	<b>000000</b>	-4 PEN
Severe W: [ ]	Stun 18 KO 15	<b>000</b>	-6 PEN      75%: [ ] -2 PEN
Critical W: [ ]	Stun 22 KO 20	<b>00</b>	-10 PEN      50%: [ ] -4 PEN
Mortal W: [ ]	Stun 25 KO 22	<b>0</b>	-15 PEN      25%: [ ] -6 PEN





# FACTIONS

## COMPLEX HIT LOCATION ARMOR

## SPECIFIC INJURY

Armor	Body Areas	Protection	QE	RE	Specific Injury	Body Area

WEAPONS	To Hit	Damage	Range A/F/E	Clip	Recoil	Lag/Reload

## COMBAT NOTES

**Base Hand to Hand Damage:** \_\_\_\_\_  
**Damage Absorb:** [ ] + OOOO  
**Passive Block:** [ ]    **Passive Dodge:** [ ]  
**Passive Move:** [ ]    **Passive Sword:** [ ]  
**Passive Shield:** [ ]    **Weapon Lag Mod:** [ ]

### SPECIAL MANEUVERS

**All Out Attack:** +5 to Hit on Attacks, -7 PEN to Passive Defense  
**All Out Defense:** Can Active Defense vs. all visible attacks, but cannot Attack that round.  
**Called Shot:** -3 to Hit, Ref interprets results  
**Deadly Blow:** -5 to Hit, +2 levels of Accuracy if successful, miss by 1-2 does Nick  
**Heavy Attack:** +3 to Hit on Attacks, -5 PEN to Passive Defense  
**Killing Shot:** -7 to Hit, +3 levels of Accuracy if successful, miss by 1-2 does Nick  
**Leg Sweep:** -3 to Hit, does Nick damage, puts opponent On The Ground  
**Panic Defense:** +10 to Initiative check, suffers -5 PEN on defensive Action  
**Vital Blow:** -3 to Hit, +1 level of Accuracy if successful

### GRAPPLE MANEUVERS

**Break Grapple:** Initiates a vs. Strength Feats check to break a Grip, Hold, or Lock  
**Escape Grapple:** Use Grapple to get out of Hold or Lock  
**Get to Feet:** 2 Actions. At first Action, On The Ground PEN halved  
**Grip:** Makes other Grapple Maneuvers +3 to Hit  
**Hold:** -3 to Hit, Hold Success is PEN to Defender  
**Kippup:** Acrobatics vs. 12 to get to feet in 1 Action  
**Limb Break:** -5 to Hit, on Moderate Wound or more limb broken  
**Lock:** -3 to Hit, Lock Success is pain PEN. Defender needs Toughness vs. 10 + Lock Success to take any Action  
**Takedown:** -3 to Hit, can only do up to Solid Hit Accuracy. Both combatants are On The Ground. Maintains all Grapples.  
**Throw:** -3 to Hit, can only do up to Minor Hit Accuracy. Opponent is On The Ground.

### TIME MODIFIERS FOR ACTIONS

**Slowly** 60% More Time +5 to Check (Non-Combat only)  
**Carefully** 40% More Time +3 to Check (Non-Combat only)  
**Deliberately** 20% More Time +1 to Check (Non-Combat only)  
**Rapidly** 20% Less Time -2 PEN  
**Quickly** 40% Less Time -5 PEN  
**Rushed** 60% Less Time -10 PEN

Slowly	-	3	5	6	8	10	11	13	14	16	24	32	48	64	80
Carefully	-	-	4	5	7	8	10	11	13	14	21	28	42	56	70
Deliberately	-	-	-	5	6	7	8	10	11	12	18	24	36	48	60
Normally	1	2	3	4	5	6	7	8	9	10	15	20	30	40	50
Rapidly	-	-	2	3	4	5	6	6	7	8	12	16	24	32	40
Quickly	-	1	-	2	3	4	4	5	5	6	9	12	18	24	30
Rushed	-	1	1	-	2	2	3	3	4	4	6	8	12	16	20

### SITUATIONS

**On The Ground:** -5 PEN Attack and Defense, -3 PEN to H2H Damage  
**Multiple Attackers:** -3 PEN Defense each extra Attack in 10 Phases  
**Using Off Hand:** -4 PEN    **Both Hands:** -3 PEN On-Hand, -7 for Off

### ACCURACY CHART

Hit By	Damage Multiplier
0-2:	x 1/2 Nick
3-7:	x 1 Minor Hit
8-11:	x 2 Solid Hit
12-15:	x 3 Direct Hit
16-19:	x 4 Major Hit
20+:	x 5 Critical Hit

### Aim To Hit Requires

Aim	To Hit	Requires
1 sec	+2	none
2 sec	+4	none
3 sec	+6	●
4 sec	+8	●●
5 sec	+10	●●●
6 sec	+12	●●●●

### AUTOFIRE ACCURACY CHART

Hit By	#Hits	Damage Multiplier
0-2:	1	x 1/2 Nick
3-5:	2	x 1/2 Nick
6-8:	3	x 1 Minor Hit
9-11:	4	x 1 Minor Hit
12-14:	5	x 2 Solid Hit
15-17:	6	x 3 Direct Hit
18-20:	7	x 4 Major Hit
21-23:	8	x 5 Critical Hit
24-26:	9	x 5 Critical Hit
27+:	10	x 5 Critical Hit

### Range To Hit

Range	To Hit
Point Blank	+5
Close	+3
Average	+0
Far	-3
Extreme	-5
Max Range	-10

### Cover To Hit

Cover	To Hit
None	+0
Minor	-3
Major	-5
Total	-7

### Action Phases

Action	Phases
<b>Push Button / Pull Trigger</b>	1
<b>Regain 1 Recoil PEN</b>	1
<b>3 Round "Burst" Attack</b>	3
<b>Rushed Change Targets</b> (-10 PEN to Hit)	4
<b>Fast Draw Weapon:</b> Requires Gunplay Skill check vs. 10, is effective 2 Recoil PEN	5
<b>Quick Change Targets</b> (-5 PEN to Hit)	6
<b>Quick Look</b> (-5 PEN to Notice)	6
<b>Rapid Change Targets</b> (-2 PEN to Hit)	8
<b>Rapid Look</b> (-2 PEN to Notice)	8
<b>"Standard" One Second Action</b>	10
<b>Reload Detachable Mag:</b> vs. 10	50

### Target To Hit

Target	To Hit
Crouched	-3
Prone	-5
Walking	-3
Running	-5

### AREA SPRAY

Dif	Area Size
3	Small
5	Man Sized
8	Medium
10	Bay Door
12	Room, Alley
15	Side Street
18	Small House
	Front

### TRUE PHASE INITIATIVE: Reaction + Talent: Skill

<b>Initiative Check :</b>	-10	-7	-5	-3	0	3	5	8	10	12	15	18	20	22	25	28	30
<b>Phase Lag :</b>	+30	+25	+20	+15	+12	+11	+10	+9	+8	+7	+6	+5	+4	+3	+2	+1	+0

# FACTIONS

## RITUALS PAGE

Creativity + Occult : [ ] + School: \_\_\_\_\_ OOOO

Will + Strength : [ ] + Concentration OOOO

RITUAL NAME: \_\_\_\_\_

Level: \_\_\_\_\_ Investment: \_\_\_\_\_ Dif: \_\_\_\_\_ Range: \_\_\_\_\_ Duration: \_\_\_\_\_ Cast Time: \_\_\_\_\_

Components: \_\_\_\_\_

Situation: \_\_\_\_\_

Effect: \_\_\_\_\_

RITUAL NAME: \_\_\_\_\_

Level: \_\_\_\_\_ Investment: \_\_\_\_\_ Dif: \_\_\_\_\_ Range: \_\_\_\_\_ Duration: \_\_\_\_\_ Cast Time: \_\_\_\_\_

Components: \_\_\_\_\_

Situation: \_\_\_\_\_

Effect: \_\_\_\_\_

RITUAL NAME: \_\_\_\_\_

Level: \_\_\_\_\_ Investment: \_\_\_\_\_ Dif: \_\_\_\_\_ Range: \_\_\_\_\_ Duration: \_\_\_\_\_ Cast Time: \_\_\_\_\_

Components: \_\_\_\_\_

Situation: \_\_\_\_\_

Effect: \_\_\_\_\_

RITUAL NAME: \_\_\_\_\_

Level: \_\_\_\_\_ Investment: \_\_\_\_\_ Dif: \_\_\_\_\_ Range: \_\_\_\_\_ Duration: \_\_\_\_\_ Cast Time: \_\_\_\_\_

Components: \_\_\_\_\_

Situation: \_\_\_\_\_

Effect: \_\_\_\_\_

RITUAL NAME: \_\_\_\_\_

Level: \_\_\_\_\_ Investment: \_\_\_\_\_ Dif: \_\_\_\_\_ Range: \_\_\_\_\_ Duration: \_\_\_\_\_ Cast Time: \_\_\_\_\_

Components: \_\_\_\_\_

Situation: \_\_\_\_\_

Effect: \_\_\_\_\_

RITUAL NAME: \_\_\_\_\_

Level: \_\_\_\_\_ Investment: \_\_\_\_\_ Dif: \_\_\_\_\_ Range: \_\_\_\_\_ Duration: \_\_\_\_\_ Cast Time: \_\_\_\_\_

Components: \_\_\_\_\_

Situation: \_\_\_\_\_

Effect: \_\_\_\_\_

RITUAL NAME: \_\_\_\_\_

Level: \_\_\_\_\_ Investment: \_\_\_\_\_ Dif: \_\_\_\_\_ Range: \_\_\_\_\_ Duration: \_\_\_\_\_ Cast Time: \_\_\_\_\_

Components: \_\_\_\_\_

Situation: \_\_\_\_\_

Effect: \_\_\_\_\_

RITUAL NAME: \_\_\_\_\_

Level: \_\_\_\_\_ Investment: \_\_\_\_\_ Dif: \_\_\_\_\_ Range: \_\_\_\_\_ Duration: \_\_\_\_\_ Cast Time: \_\_\_\_\_

Components: \_\_\_\_\_

Situation: \_\_\_\_\_

Effect: \_\_\_\_\_

RITUAL NAME: \_\_\_\_\_

Level: \_\_\_\_\_ Investment: \_\_\_\_\_ Dif: \_\_\_\_\_ Range: \_\_\_\_\_ Duration: \_\_\_\_\_ Cast Time: \_\_\_\_\_

Components: \_\_\_\_\_

Situation: \_\_\_\_\_

Effect: \_\_\_\_\_

# **FACTIONS**

## **EARLY CHILDHOOD**

Family Origins: \_\_\_\_\_ Family SIN: [ ] Family Wealth: [ ] Family Status: \_\_\_\_\_

Siblings and Birth Order: \_\_\_\_\_

Dramatic Events: \_\_\_\_\_

Package (1): \_\_\_\_\_ Chance Occurances: \_\_\_\_\_

Notes: \_\_\_\_\_

## **LATE CHILDHOOD**

Dramatic Events: \_\_\_\_\_

Package (1): \_\_\_\_\_ Chance Occurances: \_\_\_\_\_

Package (2): \_\_\_\_\_ Chance Occurances: \_\_\_\_\_

Notes: \_\_\_\_\_

## **EARLY TEENS**

Dramatic Events: \_\_\_\_\_

Package (1): \_\_\_\_\_ Chance Occurances: \_\_\_\_\_

Package (2): \_\_\_\_\_ Chance Occurances: \_\_\_\_\_

Life Events: \_\_\_\_\_

Major Action: \_\_\_\_\_

Enemy Strikes Y/N: \_\_\_\_\_

Notes: \_\_\_\_\_

## **LATE TEENS**

Dramatic Events: \_\_\_\_\_

Package (1): \_\_\_\_\_ Chance Occurances: \_\_\_\_\_

Package (2): \_\_\_\_\_ Chance Occurances: \_\_\_\_\_

Life Events: \_\_\_\_\_

Major Action: \_\_\_\_\_

Drafted Y/N: \_\_\_\_\_

SIN: [ ] Wealth: [ ]

Enemy Strikes Y/N: \_\_\_\_\_

Notes: \_\_\_\_\_

## **EARLY TWENTIES**

Dramatic Events: \_\_\_\_\_

Package (1): \_\_\_\_\_ Chance Occurances: \_\_\_\_\_

Package (2): \_\_\_\_\_ Chance Occurances: \_\_\_\_\_

Life Events: \_\_\_\_\_

Major Action: \_\_\_\_\_

Drafted Y/N: \_\_\_\_\_

Enemy Strikes Y/N: \_\_\_\_\_

Notes: \_\_\_\_\_

## **PERSONAL ENEMY**

Edger/Gifted Cause of Conflict: \_\_\_\_\_ Conflict Nature: \_\_\_\_\_

Conflict Intensity: \_\_\_\_\_ Enemy Resources: \_\_\_\_\_

Edger/Gifted Cause of Conflict: \_\_\_\_\_ Conflict Nature: \_\_\_\_\_

Conflict Intensity: \_\_\_\_\_ Enemy Resources: \_\_\_\_\_

Edger/Gifted Cause of Conflict: \_\_\_\_\_ Conflict Nature: \_\_\_\_\_

Conflict Intensity: \_\_\_\_\_ Enemy Resources: \_\_\_\_\_

# **FACTIONS**

## **IMPORTANT PERSONS**

### **Family**

Who: \_\_\_\_\_ Age: \_\_\_\_\_ Race: \_\_\_\_\_ Persona: \_\_\_\_\_

Works in: \_\_\_\_\_ Sexual Orientation: \_\_\_\_\_

Style: \_\_\_\_\_ Body Type: \_\_\_\_\_

Quirks: Carries/Wears: \_\_\_\_\_ Habit of: \_\_\_\_\_ Obsessed with: \_\_\_\_\_

Parent/Sibling Relationship Type: \_\_\_\_\_ Intimacy: \_\_\_\_\_ Physical Proximity: \_\_\_\_\_

Family Trouble Y/N: \_\_\_\_\_ Family Tragedy Y/N: \_\_\_\_\_

Who: \_\_\_\_\_ Age: \_\_\_\_\_ Race: \_\_\_\_\_ Persona: \_\_\_\_\_

Works in: \_\_\_\_\_ Sexual Orientation: \_\_\_\_\_

Style: \_\_\_\_\_ Body Type: \_\_\_\_\_

Quirks: Carries/Wears: \_\_\_\_\_ Habit of: \_\_\_\_\_ Obsessed with: \_\_\_\_\_

Parent/Sibling Relationship Type: \_\_\_\_\_ Intimacy: \_\_\_\_\_ Physical Proximity: \_\_\_\_\_

Family Trouble Y/N: \_\_\_\_\_ Family Tragedy Y/N: \_\_\_\_\_

Who: \_\_\_\_\_ Age: \_\_\_\_\_ Race: \_\_\_\_\_ Persona: \_\_\_\_\_

Works in: \_\_\_\_\_ Sexual Orientation: \_\_\_\_\_

Style: \_\_\_\_\_ Body Type: \_\_\_\_\_

Quirks: Carries/Wears: \_\_\_\_\_ Habit of: \_\_\_\_\_ Obsessed with: \_\_\_\_\_

Parent/Sibling Relationship Type: \_\_\_\_\_ Intimacy: \_\_\_\_\_ Physical Proximity: \_\_\_\_\_

Family Trouble Y/N: \_\_\_\_\_ Family Tragedy Y/N: \_\_\_\_\_

### **Friendship**

Who: \_\_\_\_\_ Age: \_\_\_\_\_ Race: \_\_\_\_\_ Persona: \_\_\_\_\_

Works in: \_\_\_\_\_ Sexual Orientation: \_\_\_\_\_

Style: \_\_\_\_\_ Body Type: \_\_\_\_\_

Quirks: Carries/Wears: \_\_\_\_\_ Habit of: \_\_\_\_\_ Obsessed with: \_\_\_\_\_

Friendship Type: \_\_\_\_\_ Friendship Trouble Y/N: \_\_\_\_\_ Friendship Tragedy Y/N: \_\_\_\_\_

Who: \_\_\_\_\_ Age: \_\_\_\_\_ Race: \_\_\_\_\_ Persona: \_\_\_\_\_

Works in: \_\_\_\_\_ Sexual Orientation: \_\_\_\_\_

Style: \_\_\_\_\_ Body Type: \_\_\_\_\_

Quirks: Carries/Wears: \_\_\_\_\_ Habit of: \_\_\_\_\_ Obsessed with: \_\_\_\_\_

Friendship Type: \_\_\_\_\_ Friendship Trouble Y/N: \_\_\_\_\_ Friendship Tragedy Y/N: \_\_\_\_\_

Who: \_\_\_\_\_ Age: \_\_\_\_\_ Race: \_\_\_\_\_ Persona: \_\_\_\_\_

Works in: \_\_\_\_\_ Sexual Orientation: \_\_\_\_\_

Style: \_\_\_\_\_ Body Type: \_\_\_\_\_

Quirks: Carries/Wears: \_\_\_\_\_ Habit of: \_\_\_\_\_ Obsessed with: \_\_\_\_\_

Friendship Type: \_\_\_\_\_ Friendship Trouble Y/N: \_\_\_\_\_ Friendship Tragedy Y/N: \_\_\_\_\_

### **Romance**

Who: \_\_\_\_\_ Age: \_\_\_\_\_ Race: \_\_\_\_\_ Persona: \_\_\_\_\_

Works in: \_\_\_\_\_ Sexual Orientation: \_\_\_\_\_

Style: \_\_\_\_\_ Body Type: \_\_\_\_\_

Quirks: Carries/Wears: \_\_\_\_\_ Habit of: \_\_\_\_\_ Obsessed with: \_\_\_\_\_

Romance Type: \_\_\_\_\_ Romance Trouble Y/N: \_\_\_\_\_

Romance Ending: \_\_\_\_\_ Lingering Feelings: \_\_\_\_\_

Who: \_\_\_\_\_ Age: \_\_\_\_\_ Race: \_\_\_\_\_ Persona: \_\_\_\_\_

Works in: \_\_\_\_\_ Sexual Orientation: \_\_\_\_\_

Style: \_\_\_\_\_ Body Type: \_\_\_\_\_

Quirks: Carries/Wears: \_\_\_\_\_ Habit of: \_\_\_\_\_ Obsessed with: \_\_\_\_\_

Romance Type: \_\_\_\_\_ Romance Trouble Y/N: \_\_\_\_\_

Romance Ending: \_\_\_\_\_ Lingering Feelings: \_\_\_\_\_

Who: \_\_\_\_\_ Age: \_\_\_\_\_ Race: \_\_\_\_\_ Persona: \_\_\_\_\_

Works in: \_\_\_\_\_ Sexual Orientation: \_\_\_\_\_

Style: \_\_\_\_\_ Body Type: \_\_\_\_\_

Quirks: Carries/Wears: \_\_\_\_\_ Habit of: \_\_\_\_\_ Obsessed with: \_\_\_\_\_

Romance Type: \_\_\_\_\_ Romance Trouble Y/N: \_\_\_\_\_

Romance Ending: \_\_\_\_\_ Lingering Feelings: \_\_\_\_\_