



Player Name	
Character Name	
Creature Type	<input type="checkbox"/> Human <input type="checkbox"/> Monster <input type="checkbox"/> Spirit
Inspiration	<i>What concept is the character based on?</i>

Skill Ranks	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Possession <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Resistance <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Mana
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Character Hooks	<i>Your character's main motives, flaws and/or desires. This helps the writers know how you might respond to the story.</i>
1.	
2.	
3.	

Custom Ability/Item	<i>A special ability or item your character has, finalised by the game team.</i>
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Story Hook Ideas	<i>Reasons for your character to be at the event, or storylines you're interested in following.</i>
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Background	<i>Details of your character's past and any other relevant information. Include any affiliations you have with other characters and organisations, what they did at past events, and what happened each time they died (if applicable).</i>
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