

# CHARACTER CONCEPT

Welcome, traveler from an antique land. Who are you and why have you begun your journey?

## INTRODUCTIONS

Let's start from the beginning, shall we?

<b>HELLO! I AM A(N)..</b>	<b>I AM DESCENDED FROM..</b>
GENDER	RACE
<input type="radio"/>	<input type="radio"/>
<b>I GREW UP AS A(N)..</b>	<b>I TRAINED AS A(N)..</b>
BACKGROUND	CLASS
<input type="radio"/>	<input type="radio"/>

## AT A GLANCE...

And what do we see when you enter the room?

<b>MY BODY IS..</b>	
FRAME	
<input type="radio"/> curvy	<input type="radio"/> sinewy
<input type="radio"/> slender	<input type="radio"/> muscle-bound
<input type="radio"/> lanky	<input type="radio"/> towering
<input type="radio"/> stout	<input type="radio"/> wizened
<input type="radio"/> rotund	<input type="radio"/>

<b>I AM KNOWN FOR MY..</b>	
DISTINGUISHING MARK	
<input type="radio"/> piercing blue gaze	<input type="radio"/> shaggy beard
<input type="radio"/> sleek raven locks	<input type="radio"/> oiled goatee
<input type="radio"/> weathered visage	<input type="radio"/> golden mane
<input type="radio"/> facial scar	<input type="radio"/> emerald eyes
<input type="radio"/> broken nose	<input type="radio"/> shaggy beard
<input type="radio"/> shock of red hair	<input type="radio"/>

<b>ALONG WITH MY OUTFIT, I POSSESS..</b>	
ACCESSORY	
<input type="radio"/> a colorful plumed hat	<input type="radio"/> a set of lavender finery
<input type="radio"/> bright, gaudy jewelry	<input type="radio"/> charms and fetishes
<input type="radio"/> gleaming armor	<input type="radio"/> a tattered eyepatch
<input type="radio"/> a furred mantle	<input type="radio"/> mystical blue robes

a forester's cloak

## PERSONA

Tell us a little bit about yourself.

<b>I'M CHARACTERISTICALLY..</b>	
TRAITS & MANNERISMS	
<input type="radio"/> coarse	<input type="radio"/> friendly
<input type="radio"/> cocky	<input type="radio"/> gallant
<input type="radio"/> crotchety	<input type="radio"/> haughty
<input type="radio"/> dour	<input type="radio"/> mischievous
<input type="radio"/> fiery	<input type="radio"/> naive
<input type="radio"/> friendly	<input type="radio"/>

## MY DUTIES INCLUDE...

Finally, every adventurer has a role within his fellowship. What is yours? Pick a few that apply.

<b>MY TALENTS INCLUDE..</b>	
ADVENTURING JOBS	
<input type="radio"/>	bolstering my allies
<input type="radio"/>	charging into battle
<input type="radio"/>	disarming locks and traps
<input type="radio"/>	guarding others
<input type="radio"/>	hacking enemies to bits
<input type="radio"/>	healing injuries
<input type="radio"/>	hexing my enemies
<input type="radio"/>	manipulating the battlefield
<input type="radio"/>	magically circumventing obstacles
<input type="radio"/>	parleying with others
<input type="radio"/>	scouting for danger
<input type="radio"/>	striking unseen
<input type="radio"/>	tricking my enemies