

Character Creation

Character cards filling sheet		
Card	Description	Examples
Character name	The character will be called by that name the whole game. It can be a surname, first name, last name...	The boogey-woman; John-Smith; Mom
Ideal	What drives the character on through life	Cure depression; Become wealthy; Explore lands
Physical aspect	Some physical particularity of the character	A wooden leg; Nose cut; 3 arms
Mental aspect	Some mental particularity of the character	Mute; Loves to eat; Dumb as f**k; unable to crack laughs
Main action	The first thing the character thinks about when he needs to defend himself	Throwing cheese; Slapping people; Biting the legs; Crying for help
Gift	What the character is gifted about (Could be realistic or supernatural regarding the game context)	Summon lightning, Math genius, Perfect pitch singer, can fly

Character description			
Element	Details		
Hair length			
Very long	1	Roll 1D6 to determine hair length	
Long	2		
Mi long	3		
Short	4		
Balding	5		
Bald	6		
Age			
61-70	1	Roll 1D6 for the range then roll 1D10 for the exact age	
51-60	2		
41-50	3		
31-40	4		
21-30	5		
11-20	6		
Weight			
91-100	1	Roll 1D6 for the range then roll 1D10 if for the exact weight	
81-90	2		
71-80	3		
61-70	4		
51-60	5		
41-50	6		
Size			
1m91-2m00	1	Roll 1D6 for the range then roll 1D10 if for the exact size	
1m81-1m90	2		
1m71-1m80	3		
1m61-1m70	4		
1m51-1m60	5		
1m41-1m50	6		
Hair color			
Black	1	Roll 1D6 to determine hair color	
Brown	2		
Red	3		
Blonde	4		
White	5		
Dyed	6		
Eye color			
Black	1	Roll 1D6 to determine eye color	
Brown	2		
Green	3		
Grey	4		
Albino (red)	5		
Colored lens	6		
Skin tone			
African	1	Roll 1D6 to determine skin tone	
Asian	2		
Caucasien	3		
Nordic	4		
Mixed	5		
Alien	6		
Genre			
Female	1	Roll 1D6 to determine gender	
Male	2		
Female	3		
Male	4		
Fluid	5		
Alien	6		

Character Sheet Cards

NAME

WOUNDS

STATS

Physical

Mental

Social

INVENTORY

NAME

WOUNDS

STATS

Physical

Mental

Social

INVENTORY

Character Sheet Cards

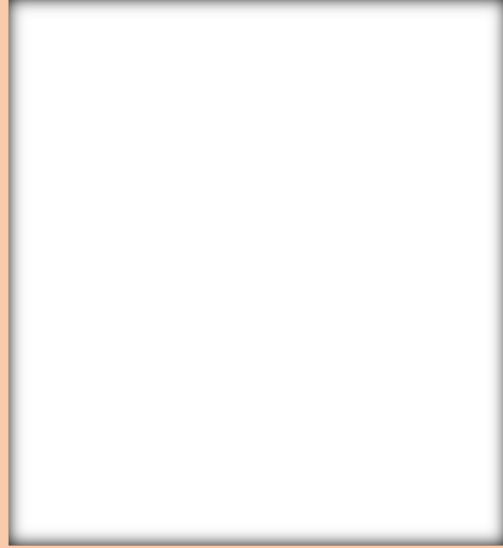
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		DESCRIPTION
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WEIGHT	<input type="text"/>	
GENRE	<input type="text"/>	

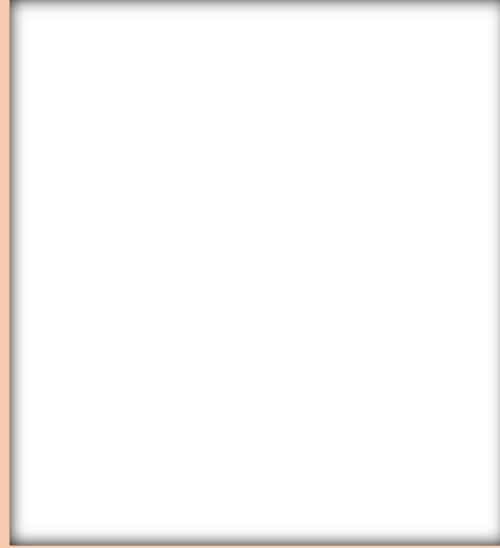
PHYSICAL ASPECT



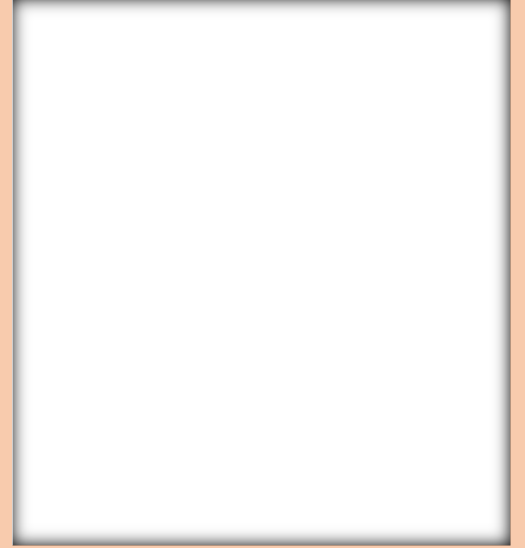
MENTAL ASPECT



GIFT



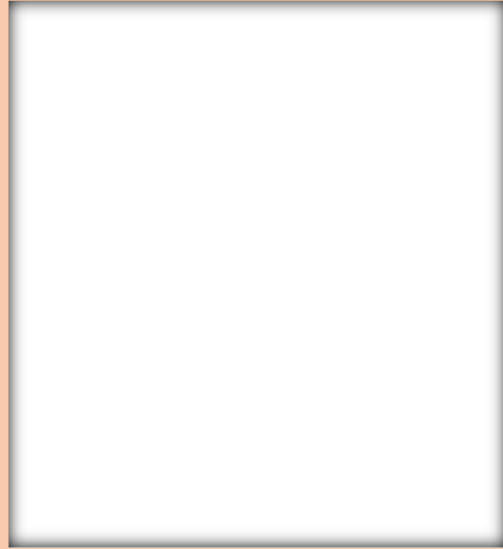
MAIN ACTION



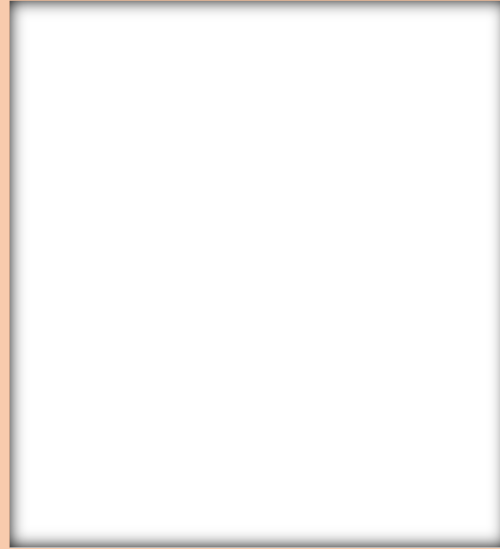
PHYSICAL ASPECT



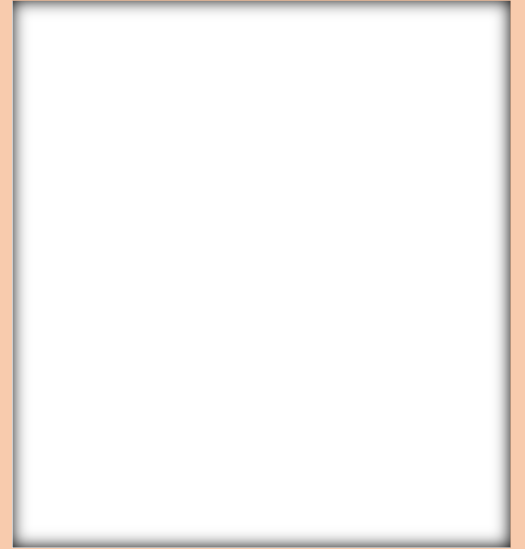
MENTAL ASPECT



GIFT



IDEAL



**ONE
NIGHT
STORY**

**ONE
NIGHT
STORY**

**ONE
NIGHT
STORY**

**ONE
NIGHT
STORY**

**ONE
NIGHT
STORY**

**ONE
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STORY**


**ONE
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STORY**

**ONE
NIGHT
STORY**

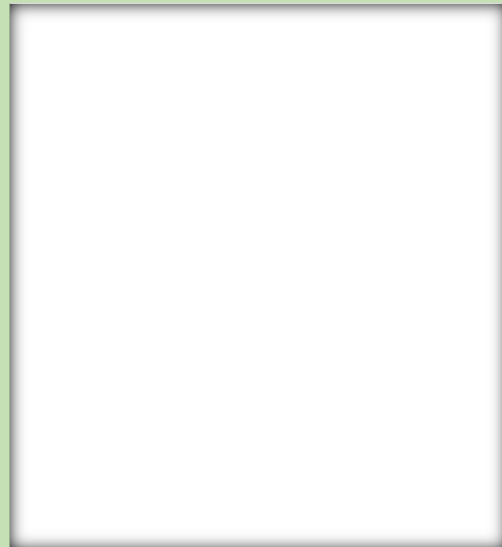
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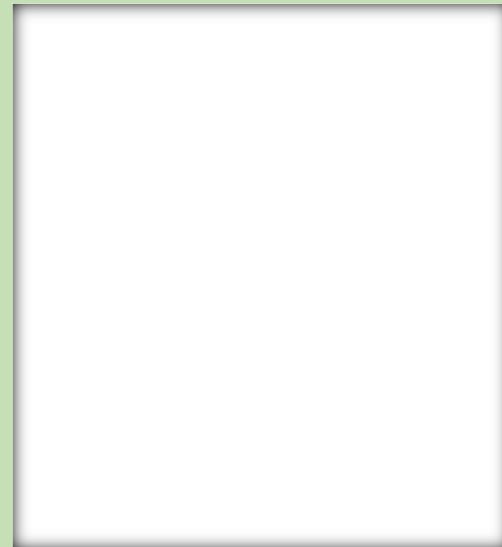
THREAT



DISASTER



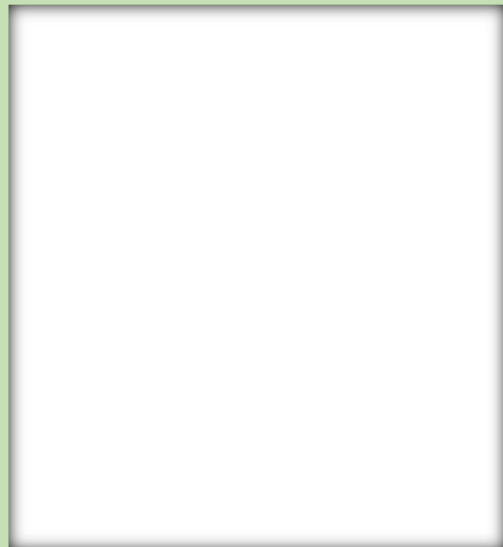
TRIUMPH



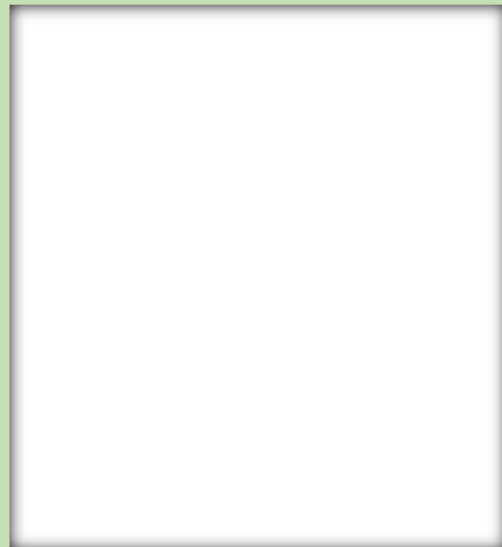
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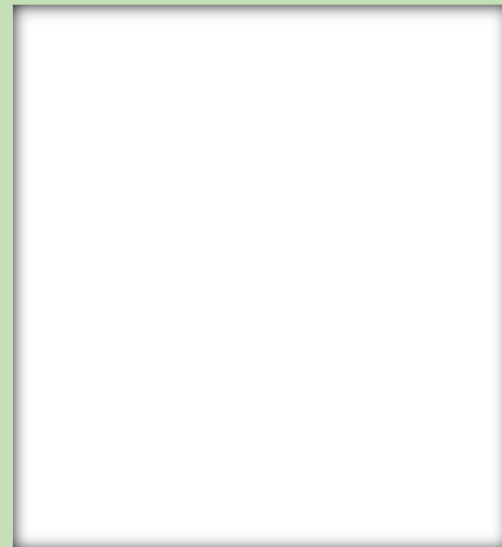
THREAT



DISASTER



TRIUMPH



**ONE
NIGHT
STORY**

**ONE
NIGHT
STORY**

**ONE
NIGHT
STORY**

**ONE
NIGHT
STORY**

**ONE
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**ONE
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**ONE
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**ONE
NIGHT
STORY**