



ABRAHAMIC SOCIETY OF AMERICA
ROBLOX USERNAME
DISCORD NAME

characterportrait.raw

X



background.txt

X

FULL NAME: [Your character's full name]

KNOWN ALIASES: [Your character's nickname, if none, type N/A]

GENDER: [Your character's gender identity]

BIRTHDATE: [MM/DD - Age]

IDENTITY: [SPECIES - ETHNICITY - NATIONALITY]

APPEARANCE:

Describe your character's general appearance, this may include their height, weight, hair color, eye color, and other defining features of your character.

PHYSICAL CONDITION:

Your character's physical condition includes anything their body might've picked up "on the road" like scars or prosthetics.

PSYCHOLOGICAL CONDITION:

Your character's psychological condition includes their personality and mannerisms, like speaking in a certain accent or specific things that make them angry. Think about how other player characters might describe them if asked about them in a casual conversation.

information.txt	X	biography.txt	X
RANK: Ashlar Sleeper ATHLETICISM: Your character's <u>athletic role</u> EXPERTISE: Your character's <u>expertise role</u> FORMER AFFILIATIONS: Please specify what faction you were a part of if any before you got captured and interred in the Sleeper program. KEY MOMENT: YOUTH Describe a moment in your character's youth that shaped them into the person they are now. KEY MOMENT: ADULTHOOD Describe a moment in your character's adulthood that shaped them into the person they are now. KEY MOMENT: FACTION Describe a moment during your character's time in what faction they come from that had an impact on your character. This section is optional for unaffiliated characters, if they don't come from a faction they used to be a part of.		BACKGROUND: Either copy and paste your faction character sheet or write a sparknotes version of your character's backstory. HOW YOU WERE CAPTURED AND WHAT FOR: Write a passage that explores why and how your character ended up being captured by the Architects. It takes a few days for prisoners to be fully conscripted in the Sleeper Program. What did your character do during this time and how did they feel? Did they lie down and accept their fate or did they try to fight against it?	

adminnote.txt

X

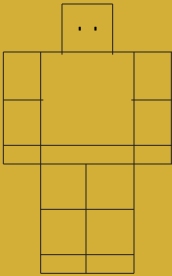
Credit to the Community Roleplay Hub for providing the inventory tracker among other modules from the Survival Roleplay character sheet. You're free to edit the modules below how you please.

physicalcondition.txt

X

Use this module to describe your character's body details. Highlight the playermodel's body parts to show where their body detailing is. Examples include injuries, scarring, tattoos, prosthetics and similar.

Player Model

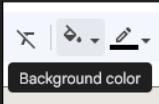


[Detail Name Here]

(Instead of having a key, you can use the name spot for marking the color.)

[Detail Name Here]

(Highlighting is done by clicking the body part, and then using the paint bucket to fill it in. If you have a small screen, the paint bucket may be under a sub-tab.)



[Detail Name Here]

(Description of Modification)

inventory.txt

X

Items obtained as your sleeper must be inside of roleplay through legitimate means. Use the inventory module below to log your items and any pertinent details about them.

If you want to add another row of items under a category, right click the row and press "insert row below".

onpersoninventory.txt

X

Total ND:

\$00.00 ND

Write down any notes on your Sleeper's money here.

Total Bonds:		00/30		
Primary Weapon		Type	Caliber	Notes
Name		Handgun ▾		
Secondary Weapon		Type	Caliber	Notes
Name		Handgun ▾		
Other Weapon		Type		Notes
Name		Short Blade ▾		
Ammunition			Quantity (Max 3)	Notes
Magazine Count #1				
Magazine Count #1				
Armor & Attire		Type		Notes
Clothing #1		Head ▾		
Equipment #1		Head ▾		
Provisions		Type	Quantity	Notes
Food #1		Beverage ▾		
Food #2		Beverage ▾		
Pharmaceuticals		Type	Quantity	Notes
Medicine #1		Pack ▾		
Technology		Type		Notes
Device #1		Hardware ▾		
Tools and Hardware		Quantity		Notes
Name				
Misc		Quantity		Notes

Name		
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storage.text	X
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Items obtained as your Sleeper cannot always be held onto during roleplay, as it may lead one to be shaken down by other Sleepers or worse confiscated by the Architects. Instead, it's all stored within the Sleeper's living quarters. If you want to add another row of items under a category, right click the row and press "insert row below".	
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storageinventory.text	X
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Total ND:	\$00.00 ND	Write down any notes on your Sleeper's money here.		
Total Bonds:	00/30			
Primary Weapon	Type	Caliber	Notes	
Name	Handgun ▾			
Secondary Weapon	Type	Caliber	Notes	
Name	Handgun ▾			
Other Weapon	Type		Notes	
Name	Short Blade ▾			
Ammunition	Quantity (Max 3)		Notes	
Magazine Count #1				
Magazine Count #1				
Armor & Attire	Type		Notes	
Clothing #1	Head ▾			
Equipment #1	Head ▾			
Provisions	Type	Quantity	Notes	
Food #1	Beverage ▾			

Food #2	Beverage ▾			
Pharmaceuticals	Type	Quantity	Notes	
Medicine #1	Pack ▾			
Technology	Type		Notes	
Device #1	Hardware ▾			
Tools and Hardware	Quantity		Notes	
Name				
Misc	Quantity		Notes	
Name				