Character Creation Form

Copy+paste the form below into your own google document. Delete all the text in italics before writing your responses. You will submit this filled out document for your character creation. Every section is explained below.

CTRL+F "[#]" is your friend!

Public Profile (Player Card)

[1] Name: Del Trotter

[2] Physique: Del fronts a skinny, rockstar physique (175cm, 5'9"). There is barely any muscle mass on his body. For his face, he has a light sunburn and a few teeth missing. His hair is blue and spiky. Most notably however, are his blackened out eyes. He also smells awful.

[3] Attire: Wears a red, long-sleeved shirt underneath a white tee-shirt saying "T Virus" on it. For his lower half, he wears a pair of skinny jeans and white, worn out, trainers.

[4] Hometown: Del comes from a city in East Germany called "Feel Good". Feel Good is completely controlled by one mega-cooperation which the city is named after. Every resident in Feel Good works in an oversized skyscraper where everyone contributes to the running of the city. It remains one of the most efficient cities in the Easten Bloc, supplying the Union with lots of raw materials and munitions.

[5] More Info: Del seems to talk to others who are not present. But trust me, they are...

[6] Character Image:



Private Profile (Character)

[7] Rough Background: Minimum of 3-4 sentences.

[8] Important Moments: Optional, but highly advised.

[9] Character Relationships: Optional, but highly advised.

[10] Motives: Del just wants to get out of all of the despair Feel Good has caused him. This show may be the only chance he has left.

[11] Likes:

- Cigarettes One of the only ways he can stay calm, Del smokes multiple packs a
 day to keep himself from getting bored. However, it makes his voice rather raspy and
 he has severe smokers' coughs.
- **Singing** Del loved to sing random tunes that came up in his head, which would then become songs he would play with his band. Even with his raspy voice, he could sing like an angel.
- Narners Narners are heavy bro...

[12] Dislikes:

• Feel Good Inc - Feel Good Inc have caused so much oppression for the people who live in Feel Good, obviously meaning that Del would grow up to despise the corporation and rebel against their rules.

[13] Additional Character Information: Optional.

Private Profile (Backstory)

[14] Backstory: Del Trotter from whence he was conceived, lived in a world of despair and misery. Life under the tyrannical Feel Good Inc strips all of the joy out of the inhabitants and puts that back into monotonous work for the Eastern Bloc. Feel Good have been their best suppliers of raw materials and munitions since the city sits under large metal reserves and oil nodes. This led to the city becoming an industrial wasteland filled with smog and soot. Everyone who lives there has to put up with these horrendous conditions while living out their day to day lives. Any form of enjoyment or leisure has been banned due to it being "inefficient" and "counter-intuitive towards the state goals". But this was the life that Del would have to adjust to. And adjust to it he did.

As a child, Del would try and rebel where he could. Showing up to work late, low output rate and petty theft were all on his to-do list. The only real friends he had were his work group he was assigned to. These people were called Jericho and Marseille. They all shared equal admiration for causing chaos in Feel Good. They would coordinate huge accidents to

sabotage the work effort of the city. This would bring them from just co-workers to close friends.

One thing that all of the friends had in common was their love for music. However, because of the rules that govern their city, they were not able to express this openly. By this time, the 3 friends had grown up into their twenties and work full time for Feel Good Inc. Every so often, POWs would come into Feel Good and become work slaves. However, this time, everyone on the shipment was a child. And they wouldn't just do menial work. They were sent to the mines to do hard labour. This angered the three friends and decided that Feel Good needed change. So, they freed one of the children with intent to free more. The child they saved was Chinese and they couldn't understand a word of what she said. So, they decided to call her Chowder, based on the food that she was fed.

Before the friends could start the emancipation of the people of Feel Good, they needed to enlighten them. The group was not very smart, but they did know how to play music. Del was the singer, Jericho on drums, Marseille on percussion and Chowder as lead guitar. She had never touched a guitar until she met the group, but she caught on quickly. The band would be known as Blurred in Enlightenment. They would practice after work for a while until they were good enough to play for a stage. Del started to hand out fliers to a few of his coworkers during lunch breaks which entailed a location of a shanty building and a secret knock to get inside.

To start with, Blurred in Enlightenment would not get many people to come to their gigs. A few people would turn up and listen, and they would enjoy it. This led to more word-of-mouth to spread in the city and their venue would start to fill up. People were starting to realise that they were able to enjoy their life and not be an emotionless robot for Feel Good Inc. The enlightenment had started to grow. However, in turn with this, the higher ups at Feel Good Inc started to catch on with what they were doing. So, after work, they set up an ambush at their own venue to take out the band and everyone at the concert to set an example that rebelling against the rules will result in immediate death. They storm in, and let their machine guns loose on the crowd, mowing down everyone there. Everyone in that building died that night, apart from Del, who was able to slip out in the chaos. Feel Food's guards searched the entire city for Del, but he was never found. He ran across the country and got to the sea and started swimming, trying to go north to a more neutral zone. Eventually he passed out in the middle of the sea due to exhaustion.

Del woke up in the morning to an abandoned island. There were a few crabs and critters but no other life was on the island. The island was very small, covered with mostly sand and a little foliage. Banana trees were also included, which is what Del would eat most of the time. All he could do now is wait to be rescued or die waiting. What he missed most was his friends and all the memories that he made with thiem. It didn't make it any better that a microphone washed up onto the sea which looked like the same one he would use at his performances. For old time's sake, he tried to sing into the microphone. To his, and probably anyone's surprise, he could hear his friends play in the background, perfectly. Del thought that it was just his brain reminiscing about old times, but as he looked back, he could see hif friends there, and they could interact with him too.

Without the knowledge of anyone in the group, Chowder was actually a kind of magician known as an esper. She is able to perform miracles with the use of her mind. The most notable of these being able to commune with the dead, communing with others while dead and foresight, allowing her to see into the future. However, she was prohibited to show off these powers as she would be taken away by the Chinese government and be tested in a laboratory. So, it would be a much better idea for her to get out of China and go to a place where no one knows her, hence her arriving in Feel Good. Before the shootout at the gig, she saw into the future and saw that they would be ambushed and only Del would survive. So, to prepare for this, she slipped a special gem into Del's microphone so that she could find him in the afterlife, knowing he wouldn't leave anywhere without it. It's only a coincidence that his microphone was able to float out to him on the island he resides. Del now has some company to keep him sane while on the island, while only seeming sane to himself and to no-one else. He would write songs and perform them with his friends until he either is rescued, or dies alone on the island.

After a while on the island, food was starting to grow scarce and Del was on his last hopes. However, luck was on his side, as a US ship was sailing by the island he was on and they were able to spot Del on the coast, waving over to them. They landed on his island and he explained his situation to the army members on the ship. They were sympathetic to his situation and decided to let him go to West Germany instead and look for a better life. Del thanked them and got on the ship and got ready for his new, improved life. While one the ship, the privates offered him to join in a game of poker to break the ice a bit. Del accepted and joined the table. Many hands were played and a week's supply of ale was drunk. In a drunken stooper, the dealer, named Sergeant Russel, reveals to the table that he has been cheating the entire time and laughs in the other players faces. One of the privates in response takes a swing at Sergeant Russel, causing a fight to break out. This ends off with a knife between the ribs to Sergeant Russel and him bleeding out on the floor. The others, knowing the charges for killing a high ranking official in the army, blamed the stabbing on Del, who was also heavily drunk. He was tried for muder and was found guilty. He was sentenced to 30 years in prison.

While in prison, Del would learn to hone his skills to slip by in confrontational situations and when to stay in the shadows. As a much smaller, less physically imposing person, this was vital for survival. However, he is not unwilling to back down from a fight. This came to a full front when he was backed into a corner by some American gangsters for being from East-Germany. While these men were much stronger, Del didn't back down and started a fight with these men. He was able to get a few licks in, breaking a few noses and knocking out some teeth. However, the beating Del took was far worse. He suffered a concussion from the fight. He lost a couple teeth and now permanently has hyphema in both eyes, rendering them both a hollow black. He also gained another 10 years on his sentence and 6 months in solitary confinement. When he got out, the inmates seemed to respect him more. They gave him the nickname DD (Double Dented) which he jolts to this day.

[15] Weapons (OPTIONAL)

Tier 1 Weapon (10 ATK)

Name: Vehicular Manslaughter

Tier: 1

Description: The target has no known location of Del. The tension of a surprise attack is palpable. At any moment, Del can jump out to attack. And at that moment, the rubbing of tires pedals being turned can begin, as Del speeds ahead towards the target. His tricycle going into overdrive, he blazes forward (about 2 m/s) and slams his front wheel into the target, dealing massive damage (leaves a few burns, maybe a cut or two). Del feels amazingly accomplished by this achievement.

Video for context + visualisation

Tier 2 Weapon (8 ATK)

Name: Harmony Heard Around the World

Tier: 2

Description: Del pulls out his microphone and brings it close towards his mouth. He starts to sing at a deafening volume, with his voice being powered up from his Friends on the Other Side. This causes the target to experience extreme stress and nausea from the loud noises. Finally, resulting in the eardrums bursting. (song played will be specified in night instructions).

Tier 3 Weapon (6 ATK)

Name: Clint Eastwood

Tier: 3

Description: Like the cowboy himself, Del swings his microphone around over his head in a circular motion. He then swings the microphone towards the target and slams it into the skull.

Tier 4 Weapon (5 ATK)

Name: Going Clubbin'

Tier: 4

Description: Del runs up to the target and starts going ham on their skull with his

microphone, bashing them with it multiple times.

[16] Traits

You can find a list of traits here. Remember, you have 10 points to spend.

Trait #1

Original Trait Name: Investigate

Cost: 4

Character Trait Name: Friends on the Other Side

Trait Explanation: Del speaks to his friends on the other side, telling them to keep an eye on the target. They then report back and give him whatever info they could find.

Trait #2 (optional)

Original Trait Name3: Soul Mate

Cost: 5

Character Trait Name: Bass and Tenor

Trait Explanation: Del needs to find someone he can stick by. Losing his other friends was

rather traumatic and someone by his side will boost his confidence a lot.

Trait #3 (optional)

Original Trait Name: Target Heal

Cost: 3

Character Trait Name: Soothing melody

Trait Explanation: Del starts to sing a soft melody, easing the target's mind. HIs band starts

to join in as well as a wave of calming energy washes over them.

Trait #4 (optional)

Original Trait Name:

Cost:

Character Trait Name: Trait Explanation:

Trait #5 (optional)

Original Trait Name:

Cost:

Character Trait Name: Trait Explanation:

Trait #6 (optional)

Original Trait Name:

Cost:

Character Trait Name: Trait Explanation:

[17] Race: Hooman