

Public Profile (Player Card)

[1] Name:

Dallas Turkovski

[2] Physique:

A slim, physically fit wolf girl standing at around 170cm (5'7"). Looks to be in her early twenties. Her long black hair appears crimson red when viewed from certain angles. This dual colouring can also be found in her eyes and tail, though oddly enough, the fluff in her ears is white.

[3] Attire:

Normally wears black tights underneath a fairly plain dark gray t-shirt and white short shorts. A large, fluffy white coat covers everything with pockets and pins strewn about. Carries a small pack strapped around her shoulder. Two dog tags dangle from her neck.

[4] Homeworld:

Scorching deserts, frigid tundras, and ruined cities are what cover much of this war-torn hellhole. Most of the population lives in giant underground bunkers or in small shanty towns nestled within all the rubble.

[5] More Info:

Can be seen occasionally smoking, but swears she's trying to kick the habit by swapping the cigarettes for chocolate-coated biscuit sticks.

Besides her name, only "Pengu Unit Alpha" can be made out from the ID card amongst the garbled series of random alphanumeric characters.

[6] Character Image(s):

<https://www.pixiv.net/en/artworks/77253893>

Private Profile (Character & Universe)

[7] Rough Background:

Dallas Turkovski. Codename: "Wulf", although more of a nickname as she openly displays her name.

Dallas is a soldier in the Faldean military, enlisted alongside her two closest friends. Straight shooter without the need to willingly stick her nose where it doesn't belong, but trouble always seems to follow her. Was trusting to a fault, now suspicious of everyone. May not be as multi talented like some in her company, but is quite fierce at melee combat.

[8] Important Moments: *Keep it short, bullet point list is best.*

- Enlisted in the military at age 16 alongside her best friends, Anael and Zell.
- Assigned to Pengu Unit Alpha after two years, Faldea's special ops.
- Operation Winterfall. Extract research team from atop the mountain (need a name). Ended in disaster when the plane's engine exploded, causing it to crash into the mountainside.

[9] Character Relationships: *Keep it short, bullet point list is best.*

- Anael Frost - One of two best friends since childhood. Ace sharpshooter who always had Dallas's back. Very affectionate towards Dallas in particular. Codename: "Angel"
- Zell - The other best friend since childhood. Hacker extraordinaire, but her unhinged nature always made Dallas a little uneasy. Very affectionate towards Dallas in particular, and a little handsy, which wasn't always welcomed. Codename: "Demon"

[10] Motives: *Keep it short, bullet point list is best.*

- Stop Faldea, particularly their development and research into "human" experimentation.
- Kill the scientist that personally oversaw the experiments on Anael that led to her death.
- Quit smoking.

[11] Likes: *Minimum of 3 likes.*

- Pocky (name change?), chocolate covered biscuit cookie sticks.
- Blades. Edged weapons meant for melee combat.
- Personal space

[12] Dislikes: *Minimum of 3 dislikes.*

- Smoking.
- Vodka (and alcohol in general). Will consume it when "needed".
- Having her tail or ears fluffed.

[13] Misc. Character Info: *Things to highlight that are not done so elsewhere.*

Ever played Arkknights or Project Winter?

[14] Homeworld: *Minimum of 2-8 sentences.*

The world of Rhodia. Scorching hot desert wastelands in the southern hemisphere. Frigid cold tundras in the northern hemisphere. Extreme weather phenomena dominate much of it's landmass, rendering it near inhospitable for all but the bravest or foolhardy. This has funneled most of Rhodia's population near the equator.

Dense, tall cities are scattered about. Their once urban beauty torn asunder by the ravages of war between Rhodia's dominating power and rebel factions.

Like Dallas, the population of Rhodia is made almost entirely of "humans with animal features".

Private Profile (Backstory)

[15] Backstory: *Minimum of 1 page, maximum of 15 pages. 3-5 pages **heavily** advised.*

- Growing up with friends and relationships with them.
- Enlisting in the military and early years.
- Promotion to Pengu Unit Alpha.
- Uncovering of Faldean secret experiments.
- Death of Anael.
- Operation Winterfall and Zell's sabotage of the escort plane.
- Establishing stranded base of operations and plan to survive and escape.
- Gaining deeper insight into secret experimentations and death of Anael.
- Locating abandoned lab and revival of Anael.
- Zell killing of Anael.
- Dallas' confrontation with Zell.

Like many on Rhodia, Dallas' first glimpses of the world were the cold, dark concrete and steel of the underground bunkers. Holding a small town's worth of people in a tenth of the space, these bunkers served as protection for the innocent from the hellish cityscape above. Crumbling skyscrapers and ravaged roads as far as one can see as war continues between Faldea and the various rebel factions. To Dallas, though, this didn't matter. Her life was here in the bunker.

Growing up in a bunker wasn't all that bad. Some might even say it was good. Food and meals were regularly prepared for its inhabitants by Faldea's regulators. Everyone had a place to live, school to learn, and even leisure activities like parks and theater. Crime was low. No beaming sun rays to warm you up, but the artificial glow of massive skylight above provided an adequate alternative.

Dallas never actively pursued friends, despite her parents best efforts. She generally kept to herself. She wasn't opposed to playing with others, she just didn't have a drive to do so. However, her regular trips to the parks caught the attention of another girl, Zell. Unlike Dallas, Zell yearned for friendship, but usually intimidated her ~~prey~~ acquaintances with her excessive energy and physical nature. Like Dallas, however, she also possessed wolf-like features... Perhaps they could see eye to eye.

- Dallas playing with Zell
- Anael coming to the bunker and befriending Dallas
- The trio and vying for Dallas' affection
- Enlisting in the Faldaen army
- Early missions
- Promotion to Pengu Unit Alpha
- Anael's strange behaviors

- Anael's death and investigating the truth
 - Operation Winterfall: Extract and escort the research team back to HQ.
 - Plane crash and uncovering Zell's plan
 - The force of nature that is the mountain
 - Learning of the truth of Faldaen's secret experimentations and Anael's fate
 - Giving into hate and the knowing what must be done
 - The abandoned laboratory and the Lazarus device
 - Ressurrection of Anael and discord amongst the survivors
 - Duel between Anael and Zell
 - Conflicted Dallas and confrontation with Zell
 - Lone wolf vs the mountain
 - Lurriel and the House of Fun
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Private Profile (Roleplay & Game)

[16] Right Before: *What your character was doing right before the game?*

Stuck on a snowy mountain top with Zell, the Doctor, and several other passengers aboard a military plane that crashed. Holed up in a cabin. Have spent more than a month there scavenging for supplies and a way out. Tensions rising as Dallas learns the truth of Anael's death and Rhodium's deadly hold on Faldea's population.

[17] Unique Weapons: *Any special items you want your character to have? [OPTIONAL]*

The various weapons listed in the Weapons Section

[18] Unique Equipment: *Any special items you want your character to have? [OPTIONAL]*

Pocky

Cigarettes

Healing herbs

Medical kit and supplies.

Smoke grenades

Walkie Talkies of various colors

Berries

Vodka

Energy Drinks

[19] Unique Abilities: *Any special abilities you want your character to have? [OPTIONAL]*

Nothing really besides being a trained soldier that excels as melee combat. Quick and agile.

[20] Unique Roleplay: *Any special RP quirks you want your character to have? [OPTIONAL]*

Eats Pocky when nothing is really going on. After a long bout of physical or mental exertion, smokes or attempts to restrain herself and sticks a Pocky stick in her mouth (the more intense, the harder it is to resist).

Typically dislikes her tail or ears being touched (and especially dislikes them being grabbed). Only allows those she likes and trusts a lot to do so.

[21] Additional Information: *Things to be aware of when writing your character. [OPTIONAL]*
In a fight, Dallas wouldn't just limit herself to just using the weapon selected. Should would use her other weapons, equipment, and surrounding objects.

Miscellaneous

[22] Character Plans & Hopes: *What plans and hopes do you have for your character?*
I hope to have fun with my character. Goal #1-100.

As with any character, no idea how things will shake out and I typically don't feel the need to follow a story with my character.

Feed people pocky. Slam/punch/shove cigarettes into people that grab my tail or ears (unless they have earned Dallas' trust).

If my character enters their "zenkai state", perhaps start acting more agitated or irrationally as Dallas' zenkai state is tapping into the Rhodium that infects her.

[23] Character Zone: *Provide a general idea for a character zone for your character.*

Snowy landscape with a tall mountain as the centerpiece. Small concrete bunkers are scattered around the sides and its base. Blizzard advisory warning is in effect here, striking at a without warning. Large rock formations and deep crevices make traversing the area all the more difficult. Wandering moose, patrolling wolf packs, and solitary bears call this zone home.

Patron Information

[24] Patron:
Luriel, God of ~~Being Awesome~~ Improbability

[25] Patron Reward: *Reward for completing character specific objectives.*
[Lesser Reward] - Bottomless box of Pocky

[Greater Reward - Part 1] - Cure for the Rhodium affliction that infects Dallas.

[Greater Reward - Part 2] - Cure for the entire population of Rhodia (or knowledge for creating one)..

[26] Character Specific Objectives:

- **Objective #1** — Share Pocky with 6 different people(or gods) throughout the game.
- **Objective #2** — Make use of at least 2 of your traits in the same night.
- **Objective #3** — A Luriel surprise. Something related to her experience with Pengu Unit Alpha maybe?

[27] Desired Patron-Character Relationship: *Relationship your character has with the Patron.*

Honestly fine with anything here. Would kind of like to let it build into whatever it naturally/organically. I'm sure if either of us have issues, we can chat and address it (not that I suspect anything will be an issue).

[28] Day 0 PM Details: *Write any Day 0 PM details you want covered.*

Dallas is caught out during another one of those sudden, unexpected blizzards without means to keep warm. She was out looking for Zell, who has disappeared since she confronted her about Anael and what must be done to the rest of the survivors. Struggling to make it back to the cabin, she collapses on the ground. In a scene similar to that of Luke's vision of Obi-Wan on Hoth, Luriel calls out to Dallas and gives a very brief description/invitation of the hof game. Dallas thinks she's just delirious, but "accepts" the offer. Shortly afterwards, a blinding light fills her like it has done before, only this time being teleported to the hof game rather than a random place atop the mountain.

[29] Weapons

Tier 1 Weapon (10 ATK)

Name: Where'd you get those!?

Tier: 1

Description: Two lightsaber-esque blades. Not as round. More blade/edged. Both glow with orange light. Don't hum like a lightsaber. Visually appear like the blades in the linked character image.

Tier 2 Weapon (8 ATK)

Name: Locked and Loaded

Tier: 2

Description: Guns galore. Pistols, shotguns, sub machine guns, assault rifles, snipers. They just keep pouring out from underneath her jacket. How can she even carry all of these. She may be an expert at melee combat, but her soldier's training has made her a fine marksman as well. Tosses depleted guns to the side (or thrown at her opponent) before reaching for another gun.

Tier 3 Weapon (7 ATK)

Name: Sabotage!

Tier: 3

Description: Poison, bear traps, and mines. Sets up various traps for her unsuspecting victim.

-Bear traps hidden in plain sight.

-Mines strapped to doors and walls, set to explode when a trigger is activated (proximity, handle or lever pulled, button pressed). On the fly, can set mines to explode a short timer and toss them at her opponent.

-Poison various surfaces or food. Contact with the poison (especially ingestion) will cause a rather debilitating stomach ache, causing the victim to constantly vomit and leaving them wide open to attack.

Tier 4 Weapon (6 ATK)

Name: Crossbow (cool name needed)

Tier: 4

Description: A crossbow. Can attach various armaments to the bolts for added effect: Poison, explosives

Tier 5 Weapon (5 ATK)

Name: Tools of the Trade

Tier: 5

Description: Specifically an axe, pickaxe, and sickle. Clearly not the finest crafted tools. Made by hand with wood and rock. They are all still very sharp and can perfectly handle their normal tasks... or hacking away at flesh if needed.

[30] Traits

Imagine taking healing. Item scavenging could be cool and make sense, but whatever.

Trait #1

Original Trait Name: Duelist

Cost: 4

Character Trait Name: Duelist

Trait Explanation: Years of sparring with Zell and her aptitude with melee combat has given her the upper hand against the typical combatant in 1-on-1 duels.

Trait #2 (optional)

Original Trait Name: Zenkai Boost

Cost: 3

Character Trait Name: Rhodium Infusion

Trait Explanation: Rhodium courses through Dallas' veins. She normally suppresses the urge to tap into its power, given the side effects. If pushed to the brink, however, Dallas will accept the consequences and unleash her "full power". There's no turning back now. You win, Doctor.

Trait #3 (optional)

Original Trait Name: Equalizer

Cost: 2

Character Trait Name: Adrenaline

Trait Explanation: Dallas' animal soldier instincts kick in when she feels backed into a corner, temporarily pushing her body past normal levels to defend against the incoming danger.

Trait #4 (optional)

Original Trait Name: Starter Item

Cost: 1

Character Trait Name: So that's where that was...

Trait Explanation: Dallas has spent most of her recent efforts combing the mountain for various scraps, minerals, and doodads, stuffing them into her various coat pockets. Something's bound to get lost in there...

[31] Theme Songs

Put them here.

[32] Other



Anael enjoying an apple pie while Dallas and Zell rest on her lap.

The Yeti

Rarely traveled, the mountain is known for its harsh, if not bizarre weather phenomena. Stories have been told about intense blizzards that spring up without a moment's notice, chilling you to the bone in a matter of seconds. Some report being consumed by a blinding light, later waking up on another side of the mountain. There are even those that swear they've seen the ghost of slain wildlife rise from the ashes and seek revenge for the lives they lost. It is hard to say whether these are tall tales or something more.

One theory... or legend if you will... is that of The Yeti, god of the mountain. It is under his will that these events transpire, attempting to protect the mountain from trespassers. But from what? Who's to say? What does The Yeti even look like? A normal being of Rhodia? A hulking, furry abomination? A formless spirit? And what is he protecting? Some say he's protecting untold wealth from a lost civilization that lay frozen within the mountain itself. Others say he protects the natural resources of Rhodia... what little remains on the entire planet.

The Whisperer

A lesser known legend of the mountain is that of The Whisperer. Those that have braved the mountain commonly see their comrades go insane, acting irrationally and, at times, attacking and killing each other.

The Demon (not to be confused with Zell)