🏳️‍🌈Lois 🇷🇴 Lame 🍇

External features



- Blond bob, asiatic features
- South african white with a superior air
- Stylish, with ample pale green pants and flowy yellow scarf

Internal features

- Posh, influencing
- Machiavellian
- Sassy, vindicative, suspicious

Quests

- 11.Blood and sand
- Sylver spoon curse

Timeline



1. Where (year)
    a. Met (year)

Background

Who are they?

{{charName}} was born in {{charAge}} in {{charBirthLoc}}. They are a {{charJob}}

1. Their **skills** are {{skills}}
2. Their **know** about {{knowledge}}
3. They are **good** at {{talents}}

Journey

When things happened?

A preview of the journey

Mission

What are they after?

Their mcguffin

Objective

Why do they look for that?

Their motive

Ikigai

Where did it lead them?

The status of their quest

Lois, a driven and ambitious young professional, had quickly learned that corporate success wasn't always about hard work and talent. She had mastered the art of corporate manipulation, expertly wielding charm and deception to climb the corporate ladder.

Her colleagues saw her as a charismatic and supportive team player, but beneath the surface, she was strategically undermining them to elevate her own standing within the company.

Her tactics were subtle yet incredibly effective. During team meetings, she would attentively listen to her colleagues' ideas, nodding and offering encouraging words. But later, she would subtly reframe those ideas as her own, presenting them to upper management with confidence and conviction.

She would consistently and strategically take credit for their accomplishments and hard work, falsely attributing their successes to her supposed guidance

and leadership. This created a false narrative where she was the mastermind behind their achievements, unjustly diminishing their contributions and unfairly elevating her own status.



Meanwhile, Lois' own responsibilities and tasks often fell by the wayside. She was a master of delegation, assigning her work to unsuspecting colleagues under the guise of "teamwork" or "collaboration."

She would then excel at creating the illusion of competence, deflecting attention away from her shortcomings and onto the perceived failures of those around her. If a project succeeded, she was quick to claim the credit; if it failed, she was adept at shifting the blame onto others.

Lois' deceptive behavior and manipulation created a toxic work environment where her colleagues, oblivious to her schemes, began to doubt their own skills and worth. They would wonder why their ideas were never recognized, why their hard work seemed to go unnoticed. They would grapple with feelings of inadequacy and insecurity, while Lois thrived, capitalizing on their confusion to further her own career.



Her ascent to the top was marked by a trail of bitterness and resentment from those she had left behind. Their trust was broken, their morale shattered.

Some colleagues, realizing they were being used, would try to confront her, but Lois was always prepared with a plausible excuse or a disarming smile. She would gaslight them, making them question their own perceptions and memory.

The long-term effects of Lois' actions extended far beyond individual disillusionment. They damaged team cohesion, stifled productivity, and created a culture of fear and mistrust within the organization. Colleagues became wary of sharing their ideas, afraid that they would be stolen.

They hesitated to take risks, knowing that failure could be unfairly pinned on them. The workplace became a breeding ground for cynicism and resentment, where collaboration and innovation were replaced by suspicion and self-preservation.

Ohhh this is cool, she yells.. a person gets up and leaves, oh sorry she mentions, but honey, don't be sorry for who you are,

“oh don't be sorry, stop believing your the source of discomfort for the whole world around you“ would be the mirror response.

some people will be assholes in purpose to annoy people around, and then apologize to look nice, but you don't fool me, I've studied your toxic patterns for years, and you can't look in the mirror, that's the only way to interact with people, so you do you gurl..