

Biography

"GOD DAMNIT KRIS where the FUCK am I?!"

Content Warnings: Not sure as of this moment but probably something

Design

(art by discommunicator @ tumblr)

Name: Susie Dylus

Nicknames: "It's just 'Susie', okay?"

Age: 18

Gender/Pronouns: Cis Woman, She/Her but loves being referred by masculine titles and honorifics (Sir/King/Boyfriend/Man/etc)

Approximate Build/Body Type + Height: A stocky build with a thick midsection and some built up muscle, 6'1" / 185 cm

Character Source/Fandom: Deltarune

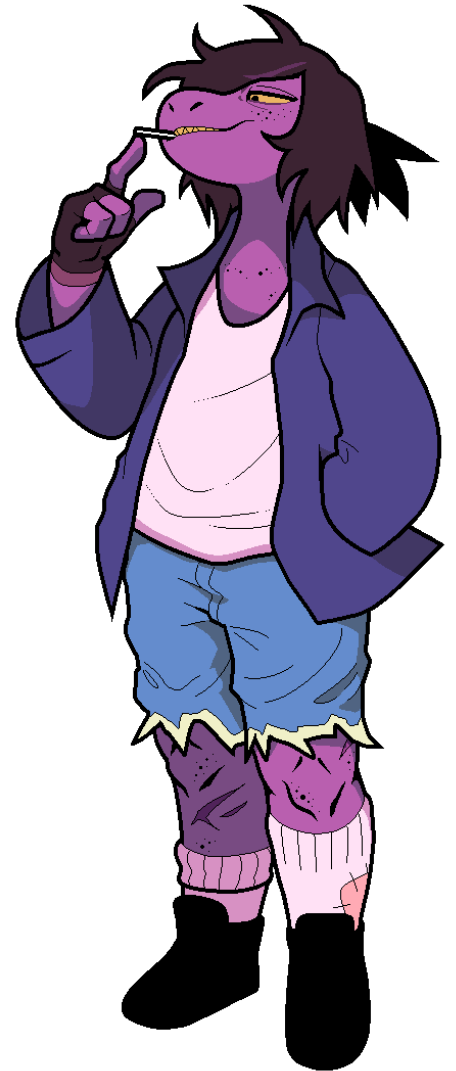
Mun: Zach

Her Wish/Reason For Accepting The Invitation: "Yeah, like I'd tell you."

Languages + Fluency: English (Native), Spanish (She barely survived the class but she did pass)

Extra:

- Is currently working at Sans' store, living on Toriel's couch (she was offered Asriel's side of the kids room with Kris, but refused). She isn't expected to pay rent, but she covers groceries for the house while putting the rest aside for her future plans (and cool shit like kaiju figurines + slasher movie DVDs).
- This version of Susie is post-canon from a version of events where everything that happened that weird week in late November was interpreted as extremely vivid dreams by most participants, including Susie. Despite this, Kris and Susie still grew into close friends. They have not been in a dark world since they sealed the last fountain. While still bitter about the loss, she's grown to tolerate how fake and distant her dreams of Lancer and Ralsei feel now by comparison.



Private Information

Your Worst Misdeeds	Your Worst Fears
1: Susie regrets being a bully as a kid. She doesn't like thinking about how much of a little shit she was, and she's barely made amends with anyone from Hometown besides Kris and a couple of others she connected with in her sleep. 2: The Free Ham Sandwich Day Incident. 3: She never did tell Alphys where all the chalk was going. It would hurt her ego too much to admit half of the reason was hunger. 4: Breaking that piano in the park. In getting back at people that made her feel small she took it away from people that didn't deserve it.	1: Abandonment. Susie's been ostracized dozens of times over as a child and as an adult she's finally settled into a group of friends she can call her own, hopefully forever. If Kris and Noelle left her behind she would be devastated. 2: Losing a fight. While she can take a blow to her pride in stride quite well nowadays, Susie still fears what happens after she can't fight back anymore. (Wouldn't be the first time she's almost died that way) 3: Not being able to protect a friend. She's already had to cover Kris a few times.
Your Worst Secrets	Your Chosen Personal Belongings
1: Susie had a hunch about something being wrong with Kris and ended up being correct. As it turns out, an external force was controlling much of their behavior 3 years ago, possibly far longer. While Hometown's residents are usually friendly and understanding, it would badly shake many of them if it turned out Toriel's already strange adopted child was susceptible to possession. 2: Susie cried almost every night from middle school until the events of Deltarune. 3: It might have been in another world, but Susie has killed in self-defense. She and Kris agreed to never talk about it.	X: Kris Dreemurr was requested but denied on the basis of being an autonomous living being. 1: A Jack of Spades card holding sentimental value, kept in an otherwise empty wallet. 2: A box of chalk. Old habits die hard! Biting into sticks of chalk soothes her when she's feeling angry about something. 3: Paintbrush. It has a rough carving of a hammer etched into the handle that looks to have been done with a... pocket knife, maybe?

I Person You Treasure Most

Arrright don't go telling them I said this, it's too fucking sappy, but it's Kris. They've been my best friend through a lot. We do everything together. Uh, except this, obviously. Would've dragged them along but the lady that showed up when I signed that paper said no.

Public Information

Personality (Best Traits)	Personality (Worst Traits)
1: Of Course, Man: Fiercely loyal when someone has her trust, to the point that some of her worst tendencies end up a direct benefit to her friends, whether they want it to be or not. 2: Who Says I'm Scared?! Susie is a coward by nature, but she's good at putting on a brave face. 3: Nah, We're Doing This Instead: Susie can be very sure of herself in the right mindset. 4:	1: Mean Girl: As much as she's tried to overcome it over the years, when put into unfamiliar situations she still tends to cover up her feelings of anxiety with a lot of angry blustering. 2: Screw It: Has difficulty warming up to people, even those she considers friends, and in many cases would prefer to experience intense physical pain instead of reaching out for help. Part of her thinks she deserves it. 3: Who Do You Think You Are?: Susie is protective of her autonomy and will deeply resent perceived attempts to control her. 4: Get Wrecked, Dumbass! She can be extremely cocky if she thinks she has the upper hand in a fight (or what she perceives as a fight).
3 Positive/Useful Qualities:	3 Negative/Hindering Qualities:
1: Watch Me: Susie is quite strong, and even when she might not be fully up to a task she'll still give it her best shot. Her joints will be cursing her before she's 30, but determination like that might serve her in this situation. 2: Uh, No Thanks: She is not easily pushed to overly violent behavior such as attempted murder. Most violence she does is done with intent to discourage people that scare her from bugging her, or tear down people that make her feel small. 3: School of Hard Knocks: Having spent much of her childhood fighting to avoid feeling hurt, Susie knows a thing or two about enduring a hard situation. Her methods can be a bit unconventional, though.	1: ... Huh?: Susie is not usually the brightest, deferring to others to do more confusing jobs for her. It's gotten better as she's learned to apply sustained effort to important tasks, but she's still not very good at puzzles. 2: And Also, Fuck You: It takes conscious effort for Susie to override her instinct to kick back against even gentle suggestions she doesn't already agree with when she's stressed. 3: Space Pinball: Susie has undiagnosed ADHD, leading to difficulty focusing on unengaging tasks and a tendency to behave impulsively. She has developed some coping mechanisms, but they still fail with extremely dry topics. This also impacts her ability to read and interpret social cues.

Talent:	Hobbies:
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Axe Wielder: Susie is really good with an axe. She can throw them fairly accurately and cut through things pretty cleanly with one. Some would say her skill is unnatural for someone who's supposedly never picked up a weapon in her life, but she's so far gotten away with claiming natural talent.

First Aid: Someday when things are better she hopes to pursue an associate's degree in nursing, so Susie's pushed herself to at least have a passable understanding of the fundamentals of first aid, CPR, and several treatment methods for common illnesses and injuries in preparation for this. She can do a mean but effective heimlich maneuver if you're choking!

Writing: She grew to enjoy fiction writing as an outlet in high school with 'Old Man Gerson's' mentorship. She relies on spell-check to carry her, but that doesn't stop her one bit.

Social Tracker:

(Who do they like, who do they hate? Where do they know them from? Give us an In-Character blurb about it if you want! This can be freely updated to include other player characters, as well as NPCs and people from your character's world)

Name: {Relationship} Blurb