

PLOTTING + OPINIONS

sorted in no particular order

Contact Info: EnigmaticBird on Discord(preferred)

Plotting information by EnigmaticBird's definition is basic character traits, how they react upon approach, what they are open or closed to plot-wise.

Character opinions by EnigmaticBird's definition are opinions of a character and how they will react to them on approach, as well as how they feel towards them trait-wise. Each character has a different set of reaction likelihoods on a scale of 0[just met] to 10[known for a while] dependant on their personality and their closeness with the 'judged' character. The only consistent rating factor is 'overall relationship level.'

Opinions of a character are completely and in totality an opinion formed by the *character*, and not the roleplayer herself. Any IC opinion should not be considered an OOC opinion of a character or roleplayer!

GENERAL WARNINGS

I'm dyslexic as all heck, thank you very much. Typos and random words being missing/swapped are expected! If you cannot understand what I wrote, please ask for clarification! I'm always willing to reword something.

As a serious warning, in **no situation** will my character's IC match my OOC opinion or be influenced by OOC factors, expect for, purely, the creation of 'private' threads(planning where *x* will be, and who will be there.)

I am *rather squeamish* around medical roleplay of almost all types. I don't ask that one avoids it, but my posts in a medical situation will be much shorter, much simpler, and far less workable than my normal ones.



ASKE

Loner

Name ; “Example name.”

First met on... ; “Example date.”

“Example opinion, from the character’s point of view... What do I think of example name? Well, they’ve been around for a long time. I don’t know much about them as they prefer to speak vaguely or in riddles, but I respect their opinion of rhyme and Shakespearean literature. I still can’t wrap my head around the absurd plots and ideas that they come up with, however...”

-|Ratings|-

Fear Of

★★☆☆☆☆☆☆☆☆

Friendliness Towards

★★★★★★☆☆☆☆

Respect Of

★★★★★★★★★★★★

Loyalty To

★☆☆☆☆☆☆☆☆

Overall Relationship Level

★★★★★★☆☆☆☆

Aske Plot Information

Aske is an ashened grey wolf with an average appearance and a drive to communicate and work. She's a loner, seeking to navigate the lands in order to identify the best hunting grounds, and generally will develop as a character over time and interaction with others. She fears joining a pack due to the circumstances of why she had to leave her previous one, but she might be open to convincing if she was able to not stray as close to home as home. Her favored terrain and likely most common posting areas are East and North Boraes.

She has no prior connections to any established characters or packs on-site. Thread-wise, a response is usually typed up in ten to forty minutes, with active responses expected within the

day it is her turn to post. Upon approaching someone(her initiating), her first instinct and reaction is to prepare to run; it is within reasonable bounds for a lone wolf to assume most others are automatically hostile. Upon someone else approaching her*(someone else initiating), she is friendly and cheerful, acting like an old friend.

*in a non-hostile manner

Open To: Friendships, rivalries, basic interactions, exploration and/or hunting skill threads, possible future relationships, minor scarring and spooking, travelling, seriously she needs friends please help, and helping other skills be devved.

Neutral/Indecisive For: Packs, sworn loyalties, spars, a singular mentor.

Closed To: All that Weird Torture and Related Stuff, yo. If something is not listed above, it doesn't mean that it's 'off-limits' - it probably means I forgot! Feel free to ask.

Notes & Warnings

Aske is a *friendly, sociable* and *generally cheery* character. Thus, she's easy to approach. She's far more likely to run away then to fight. Scaring her or threatening her will very likely inspire her to *run the heck away*.

As I am still very new to the site, I'd prefer that any long-term damage(memories of spooky folk and lessons that don't forever change her personality do not count) be avoided unless worse comes to worse. Again, just ask!

Aske's IC does not equate to my OOC, just like every single character I will ever roleplay.