**Verse**: Lone Illusion  
**Date**: 03/02/2020

**Full Name**: Bethlyssing  
**Pronunciation**: Bétilissing

**Nickname/Alias**:

**Meaning**: Variation of the Danish “Belysning” meaning light, illumination.

**Title**:   
**Pet Name**: Changeling, Little Paw  
**ID Number**: (A number that may also be used to identify your character, such as tournaments and prison settings)  
**Signature**: child-like, careful and slightly shaky.  
  
**Gender**: Female  
**Gender Role**: up to the player / differs with the choice made.  
**Orientation**: Pansexual  
**Real Age**: 20  
**Age Appearance**: 19-20  
**Birthday**: Tak, 3rd of Wuls, 28  
**Birthplace**: Therinlume, small village on an island. Part of Hehlin, inhabited by a Maäkil tribe.  
**Maäkil Sign**: Traveller  
  
**Immediate Family**: (Who was your character raised by?)  
**Distant Family**: (The ones they don't see every day)  
**Coming of Age**: (When and how did your character "grow up"?)  
**Evolution**: (How has your character changed since they were younger?)  
  
**Species**: Maäkil  
**Ethnicity**: Feline  
**Preferred Hand**: Choice dependant.   
**Eye Colour**: Choice dependant.  
**Hair Colour**: Choice dependant.  
**Hairstyle**: Choice dependant.  
**Fur patterns**: Choice dependant.  
**Colour of pattern**: Choice dependant.   
**Build**: Choice dependant.  
**Height**: Choice dependant.  
**Weight**: Choice dependant.   
**Birthmarks/scars**: Choice dependant.  
**Distinguishing Features**: Choice dependant.  
  
**Health**: Healthy.  
**Energy**: Huge amounts, used to travel by foot.  
**Memory**: Photographic memory of important event. (justifies the screenshots / art bonus)  
**Senses**: Acute hearing and night vision.  
**Allergies**: None.  
**Handicaps**: Choice dependant.  
**Medication**: Choice dependant.  
**Phobias**: Closed space, absence of freedom.  
**Addictions**: Open skies and careless winds.  
**Mental** **Disorders**: None.  
  
**Style**: Choice dependant.  
**Mode of Dress**: Choice dependant.  
**Grooming**: Generally well kept  
**Posture**: Choice dependant.  
**Gait**: Choice dependant, speed constantly high (eager to see more)  
**Coordination**: Choice dependant.  
**Habits and Mannerisms**: Choice dependant. Plays with her necklace  
**Scent**: Earth smells, tangerine and rosewood.   
  
**Mood**: Eagerness. Choice dependant.  
**Attitude**: Choice dependant.  
**Stability**: Choice dependant.  
**Expressiveness**: Choice dependant.  
  
**Current Residence**: None / Lone Illusion  
**Community**: Maäkil Tribe of Therinlume. Close knit, traditional tribe, very old and attached to history and customs.  
**Family**: Raised by the Tribe as a whole, like every other Maäkil. Blood is meaningless, and every single member is considered family.  
**Friends**: Lone Illusion’s crew  
**Enemies**: the military, Nahymese government, each and every one that tries to put laws on travel and exchange.  
**Bosses**: Therinlume’s Council of Elders  
**Followers**: (Who answers to your character?)  
**Heroes**: (Who does your character look up to?)  
**Rivals**: (Who are they competing with?)   
  
**Wardrobe**: Choice dependant.  
**Equipment**: Choice dependant.  
**Accessories**: Choice dependant.  
**Trinkets**: Traveller’s pendant given by her tribe when she went on her Pattern Quest.   
**Funds**: Very low, bargains her way in and out.  
**Home**: Small cabin in a Bois de Rose tree on Therinlume. More practical than anything, has a shelf with trinkets and other collected pebbles from her childhood, and a sort of nest she uses as a bed. Said nest is suspended just above the glassless window. Light curtains are hanging on the openings, to keep a sense of openness despite the size of the habitat.  
**Neighbourhood**: Tribe of Therinlume  
**Transportation**: Walking, Hitchhiking.   
**Collections**: Trinkets of the places she’s been too. Smallest possible to carry around  
**Most valuable possession**: necklace  
**Prized Possession**: None, beside maybe the necklace she’s been entrusted with.  
  
**Lovers**: Choice dependant.  
**Marital Status**: Choice dependant.  
**Sex Life**: Choice dependant.  
**Virginity**: Virgin at start. Choice dependant.   
  
**Occupation**: Unemployed, nomad, wanderer. Lone Illusion crewmember.  
**Work Ethnic**: Passionate about her Pattern Quest, like every other Maäkil. Choice dependant.  
**Rank**: Choice dependant.   
**Wealth Status**: Lower class.  
**Organizations/Affiliations**: Lone Illusion & Maäkil Tribes.  
  
**Education**: Homeschooled  
**School**: Practical skills mostly, culture and history as well as philosophy.   
**Extracurricular Activities**: Crafts, Agriculture, helping each and anyone.   
  
**Morals**: Taking away freedom is the worst crime. Jobs, contracts and forced service are no better than slavery. No one should ever have to pay for anything, beside with exchange or services like artistic creation or help.  
**Crime** **Record**: (Relationship with authority, laws broken, and crimes committed.)  
**Motivation**: (What moves your character? [Ex: Power, money, love)]  
**Priorities**: (What does your character place first, second, and third?)  
**Philosophy**: Freedom and solidarity prevails. Money has no value, the important part of existence is to live fully.   
Etiquette: (How good our your characters manners? Do they bow or chew with their mouth open?)  
Culture: (Any things your character may do specific to a certain culture. [Ex: Bowing in Japan] Do your research on this one or you could offend people. )  
Influences: (Who or what inspires your character to change? Do they influence anyone else?)  
Relates to: (Who can your character relate to?)  
Traditions: (Does your character sit around the table with their family? What holidays do they celebrate?)  
Superstitions: (spilling salt, knocking on wood)  
  
Main Goal: (Driving force in the story. May be subject to change.)  
Minor Goals/Ambitions: (What is your character trying to accomplish?)  
Career: (What would be your character's dream job?)  
Desires: (What does your character want?)  
Wishlist: (What material items does your character want?)  
Accomplishments: (Did they succeed in any goals?)  
Greatest Achievement: (Self Explanatory)  
Biggest Failure: (Self Explanatory)  
Secrets: (Everyone has at least one)  
Regrets: (Self Explanatory)  
Worries: (What do they worry about?)  
Best Dream:  (What would be the best thing that could possibly happen to your character?)  
Worst Nightmare: (The worst thing that could ever happen?)  
Best Memories: (A few stand out memories from the past. [keep it short and sweet])  
Worst Memories: (A few stand out memories from the past. [keep it short and sweet])  
  
Hobbies/Interests: (What does your character like to do for fun?)  
Skills/Talents: (Similar to hobbies, but refers to the level of skill a character has. For example, a character could like playing violin but isn't very good at it or vice versa.)  
Likes: (What does your character like?)  
Dislikes: (What can't they stand?)  
Sense of Humor: (Dark/dry/witty/sarcastic/dirty/childish/sophisticated/ironic)  
Pet Peeves: (Similar to dislikes, only more relating to human behavior than specific objects. Ex: When people tap on things or when people say "You're not fat!" when you really are)  
Superstitions/Beliefs: (Does your character believe in conspiracy theories or aliens? Do they throw salt over their shoulder or knock on wood?)  
Dreams/Nightmares: (What do they dream about? [at night])  
Quirks: (The strange little things that your character does to make them unique. Ex: Sleeps with their feet on the pillow or runs their hand along a pole as they walk beside it.)  
Savvy: (What is your character particularly well-informed of? [Ex: Politically, nature)  
Can't understand: (Something they just can't get into, such as English literate or obsession with sports)  
Closet Hobby: (Something that your character likes but isn't too obvious.)  
Guilty Pleasure: (You know...)  
  
Strengths: (What makes them stand a bit above the crowd? [Ex: Courageous, good listener, calm under pressure] Not supernatural abilities.)  
Flaws: (Refers to negative personality traits, not a weakness. Make sure it's a deep flaw that could actually affect your character, not something trivial like "She can't dance". [Ex: Lies constantly, socially backwards, hot-tempered])  
Perception: (How does your character generally see the world?)  
Conflicts: (What issues make your character want two things, but they can't have both?)  
Instincts: (What they are unconsciously driven to do)  
Lures: (What are they inexplicably drawn to be near? Ex: Power, money, the helpless)  
Soft Spot: (Their vulnerability, what they feel sorry for or have particularly good feelings toward)  
Cruel Streak: (What makes a character act against their usual morals, and act especially mean? (everyone has something that can do this to them))  
  
Powers/Abilities: (Here is where to put any superhuman powers and other abilities your character possesses. Be sure to balance them out with weaknesses, or your character loses credibility. This section may be optional depending on what genre you write.)  
Origin: (How did they get their powers?)  
Source: (How do they use their powers? [ex: shoots fire from hands, can read minds with their ring)  
Ability: (How adept are they at using said powers?  
Weaknesses: (Make it something that your character exclusively is weak to, and keep it credible. [Ex: A 4-headed radioactive dinosaur is not a credible weakness.])  
Immunities: ([Ex: cannot be burned] Be very careful with this one.)  
Restrictions: (An absolute necessity for those with supernatural powers. [Ex: Can only breathe fire when angry or can only cast darkness spells twice a day])  
Alternate Forms: (Transformations, shape shifting abilities, dark side, ect.)  
Extra Anatomy: (Such as wings or a third eye)  
  
Favorite Colors:  
Favorite Animals:  
Favorite Mythological Creatures:  
Favorite Places: (Ex: Fav City, State, or Country)  
Favorite Landmarks: (Ex: Eiffel Tower, Mt. Rushmore)  
Favorite Flavors: (Ex: Vanilla, Sour, Strawberry)  
Favorite Foods:  
Favorite Drinks:  
Favorite Characters: (Not one of yours)  
Favorite Genre:  
Favorite Books:  
Favorite Movies:    
Favorite Games:  
Favorite Shows:  
Favorite Music:  
Favorite Bands:  
Favorite Songs:  
Favorite Sports:  
Favorite Stores:  
Favorite Subjects:  
Favorite Numbers:  
Favorite Websites:  
Favorite Words:  
Favorite Quotations: (Can be lengthy and philosophical or just simple clichés such as "Every dog has his day)  
  
Least Favorite Colors:  
Least Favorite Animals:  
Least Favorite Mythological Creatures:  
Least Favorite Places:  
Favorite Landmarks:  
Least Favorite Flavors:  
Least Favorite Foods:  
Least Favorite Drinks:  
Least Favorite Characters:  
Least Favorite Genre:  
Least Favorite Books:  
Least Favorite Movies:    
Least Favorite Games:  
Least Favorite Shows:  
Least Favorite Music:  
Least Favorite Bands:  
Least Favorite Songs:  
Least Favorite Sports:  
Least Favorite Stores:  
Least Favorite Subjects:  
Least Favorite Numbers:  
Least Favorite Websites:  
Least Favorite Words:  
Least Favorite Quotations: (Can be lengthy and philosophical or just simple clichés such as "Every dog has his day)  
  
Languages: (What languages does your character speak and how fluently?)  
Accent: (Self explanatory)  
Voice: (High pitched, low pitched)  
Speech Impediments: (Stutters, slurs, or whistles)  
Greetings and Farewells: (How does your character say hello and goodbye?)  
State of Mind: (Ask your character "how are you" and see how they respond)  
Compliment: (Have your character say something nice)  
Insult: (Have your character insult someone)  
Expletive: (Can be an actual cuss (Ex: Dammit) or some kind of substitute. (Ex: Darn it!)  
Laughter: (What does your character's laugh sound like?)  
Tag Line: (Something your character says a lot in everyday sentences. Can often be filled with a sound or vocalization. Ex: Lol, dude, uh)  
Signature Quote: (Something significant your character says. Doesn't have to be meaningful, just make it memorable.)  
  
Reputation: (What does the general population think of your character?)  
First Impressions: (What would you first think of this character upon meeting them?)  
Stranger Impressions: (If someone was told about the character but didn't know them, what would they think?)  
Friendly Impressions: (What do people who are friends or acquaintances of your character think of them?)  
Enemy Impressions: (What do people who can't stand your character think? If you can't think of anyone who hates your character, we have a problem.)  
Familiar Impressions: (What do people very close to your character think of them? Ex: Family, lovers)  
Compliments: (What are some good things other people would say of your character? [heroic, good listener])  
Insults: (Would anyone like to call your character a whore, jerk, or stupid?)  
Self-Impression: (What does your character really think of themselves deep down?)  
  
MBTI Personality Type: [Ex: ENTP, ISTJ]  
Temperament: (Chloric/Sanguine/Melancholic/Phlegmatic) May also be called color types, such as yellow, red, blue, or green)  
Enneagram: (The Reformer/The Helper/The Achiever/The Individualist/The Investigator/The Loyalist/The Enthusiast/The Challenger/The Peacemaker)  
Ego/Superego/Id: (Superego is aims for perfection, society, and the idea of right and wrong. Id is unconscious desires and instincts - Which of these are they most driven by?  
The Self: (The center/core of your character)  
The Shadow: (The opposite qualities your character themselves does not believe they possess, but do subconsciously)  
The Anima/Animus: (The part of the character of the opposite gender)  
Persona/Mask: (What they present to the world, or the side they use to protect themselves)  
  
Role: (What purpose does your character serve? [mentor, leader])  
Fulfillment: (How well do they serve that role?)  
Significance: (Why does your character matter?)  
Alignment: (Good/Evil/Neutral/Lawful/Chaotic)  
Comparison: (Compare your character to some kind of animal, object, or anything else you can think of.)  
Symbol: (Does your character have any kind of recurring symbol that represents them? [Ex: a rose, a black cat, a sunset] Could be blatant or subtle.)  
Song: (A song you think best suits your character)  
Vice: (Pride/Greed/Gluttony/Lust/Envy/Sloth/Wrath)  
Virtue: (Patience/Diligence/Chastity/Temperance/Charity/Kindness/Humility)  
Defining Moment: (This is it. The single greatest moment of your character, when they truly become alive.)  
Tropes: (What about your character is stereotypical or cliched? [You can't say nothing. Every character has some kind of cliche in them])  
Originality: (What makes your character different from one like them?  
One Word: (Use a single adjective to sum up your character in a nutshell)  
  
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