

**Note before you begin: All fields in this sheet refer to your character (not you, IRL)!**

Character Name: \_\_\_\_\_

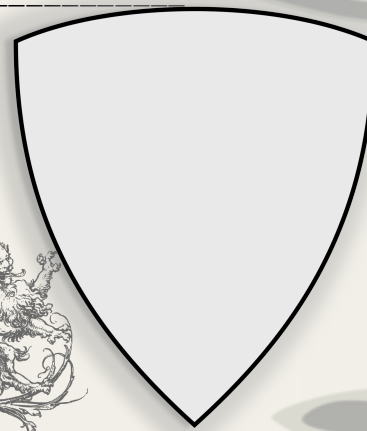
{Try to come up with a name that has a meaning that inspires you! Or that sounds fun! Or that activates your imagination! Character names may not be borrowed in full from existing people or characters. You may not use the titles "Knight", "Sir", or "Dame" before your character's name.}

### Basic Information:

Age at beginning of adventure: \_\_\_\_

{must be between 14-24 years old}

Gender: \_\_\_\_\_



Family Crest or Heraldic Sigil\*

### Family Information:

Number of Known Siblings: \_\_\_\_\_

Number of Known Parents: \_\_\_\_\_

Name of Castle or Estate: \_\_\_\_\_

**Alignments and Affiliations:** {1 is the least strong, 12 is the most strong. For example, in the Belief in Religion category, a 1 would make your character a non-believer. A 12 would make your character a Zealot. You may roll dice for these, or simply pick based on who you think your character is.}

Belief in Religion: 1 2 3 4 5 6 7 8 9 10 11 12 Trust in Others: 1 2 3 4 5 6 7 8 9 10 11 12

Belief in Magic: 1 2 3 4 5 6 7 8 9 10 11 12 Trust in Leaders: 1 2 3 4 5 6 7 8 9 10 11 12

Belief in Law and Order: 1 2 3 4 5 6 7 8 9 10 11 12 Trust in Family: 1 2 3 4 5 6 7 8 9 10 11 12

Belief in Mercy/Compassion: 1 2 3 4 5 6 7 8 9 10 11 12 Trust in Yourself: 1 2 3 4 5 6 7 8 9 10 11 12

Belief in Love: 1 2 3 4 5 6 7 8 9 10 11 12 Trust in Lovers: 1 2 3 4 5 6 7 8 9 10 11 12

**Skills and Talents:** {For each of these Physical, Mental and Spiritual Traits, please roll two six-sided dice. There is a number generator on our D2L site that you can use instead. You can find a link to it in the description of this task (Summer; Origins: Task 1a)}

#### Physical Traits:

Strength ☐ ☐: \_\_\_\_

Agility ☐ ☐: \_\_\_\_

Resilience ☐ ☐: \_\_\_\_

#### Mental Traits:

Strength ☐ ☐: \_\_\_\_

Agility ☐ ☐: \_\_\_\_

Resilience ☐ ☐: \_\_\_\_

#### Spiritual Traits:

Strength ☐ ☐: \_\_\_\_

Agility ☐ ☐: \_\_\_\_

Resilience ☐ ☐: \_\_\_\_

**Special Skills** ☐: {You may roll one 6-sided die to determine how many of these skills your character has. Once you have determined how many special skills your character may have, you may choose which of the following to select. Please put a checkmark or X next to the options your character has}

Perception ☐ Intuition ☐ Healing ☐ Animal Handling ☐ Animal Communication ☐

Human Communication ☐ Disguise ☐ Stealth ☐ Acrobatics ☐ Music ☐

Visual Arts ☐ Dance ☐ Natural Sciences/Mathematics ☐ Knowledge/Book Learning ☐

Scribal Arts/Writing ☐ Craftsmanship ☐ Using Weapons ☐ Using Armor ☐

Horsemanship ☐ Deception ☐ Wooing/Seduction ☐

\*To find out more about Heraldic Sigils or Family Crests, look on D2L site under Resources then Heraldry.