

Design Your Kid!

Choose from each option below which characteristics you would like your child to have!
(There is no guarantee that all choices will exhibit themselves in your child and there is a no return policy, all births are final)

*** Required**

1. Gender *

Mark only one oval.

- ☐ Female (\$ 2500)
- ☐ Male (\$ 2500)
- ☐ Leave it to Chance (Free)

2. Hair Color *

Mark only one oval.

- ☐ Blonde (\$ 500)
- ☐ Black (\$ 300)
- ☐ Brown (\$ 300)
- ☐ Red (\$ 600)
- ☐ Leave it to Chance (Free)

3. Hair Type *

Mark only one oval.

- ☐ Curly (\$ 400)
- ☐ Wavy (\$ 250)
- ☐ Straight (\$ 500)
- ☐ Leave it to Chance (Free)

4. Eye Color *

Mark only one oval.

- ☐ Blue (\$ 400)
- ☐ Brown (\$ 200)
- ☐ Gold (\$ 1000)
- ☐ Green (\$ 800)
- ☐ Hazel (\$ 300)
- ☐ Heterochromia (\$ 1500)
- ☐ Leave it to Chance (Free)

5. Height (up to 3 for free then \$200 per number greater than 3, leave it to chance costs nothing, 1 = 5 feet for females and 5.4 for males, then goes up by 1.5 inches per number)

Mark only one oval.

	1	2	3	4	5	6	7	8	9	10	
Short	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Tall

6. Attractiveness (up to 3 for free, then \$500 for each number greater than 3, leave it to chance costs nothing and does not require an answer)

Mark only one oval.

	1	2	3	4	5	6	7	8	9	10	
Low	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	High

7. Metabolism (up to 3 for free, then \$100 for each number greater than 3, leave it to chance costs nothing and does not require an answer)

Mark only one oval.

	1	2	3	4	5	6	7	8	9	10	
Slow	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	Fast

8. Athleticism (up to 3 for free, then \$700 for each number greater than 3, to go over 5 must have a metabolism greater than 7, leave it to chance costs nothing and does not require an answer)

Mark only one oval.

	1	2	3	4	5	6	7	8	9	10	
Low	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	High

9. Creativity (in order to answer 6-10, you must not eliminate the possibility of at least 7 mental illness below, up to 3 for free then \$400 per number greater than 3, leave it to chance costs nothing and does not require an answer) *

Mark only one oval.

	1	2	3	4	5	6	7	8	9	10	
Low	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	High

10. Intelligence (in order to answer 7-10 you must have a Creativity value great than 7, up to 3 for free, then \$1000 for each number greater than 3, leave it to chance costs nothing and does not require an answer)

Mark only one oval.

	1	2	3	4	5	6	7	8	9	10	
Low	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	High

11. Artistic Ability (to go higher than 6 you must have an Intelligence greater than 6 and a Creativity greater than 7, up to 3 for free then \$400 per number greater than 3, leave it to chance costs nothing and does not require an answer)

Mark only one oval.

	1	2	3	4	5	6	7	8	9	10	
Low	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	High

12. HIV Disease (\$300 for a preference) *

Mark only one oval.

- ☐ Immune (comes with risk of susceptibility to other diseases)
- ☐ Susceptible
- ☐ Leave it up to Chance (Free)

13. Sickle Cell Anemia (\$300 for a preference) *

Mark only one oval.

- ☐ Immune (comes with risk of susceptibility to Malaria)
- ☐ Susceptible
- ☐ Leave it up to Chance (Free)

14. Immune to Mental Illnesses and other Genetic Difference (\$300 dollar per disease immunity) *

Check all that apply.

- ☐ Depression
- ☐ Anxiety
- ☐ Bipolar Disorder
- ☐ Eating Disorders
- ☐ Split Personality
- ☐ Dementia
- ☐ Schizophrenia
- ☐ Alzheimer's
- ☐ Addictions
- ☐ Autism
- ☐ Borderline Personality Disorder
- ☐ Sociopath
- ☐ Psychopath
- ☐ Down Syndrome
- ☐ Leave it to Chance (Free)

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