Character 1

Instructions: DO NOT READ PAGE 2 YET!!!!!

Step 1. Fill in the blanks of this page with the details listed.

[1] Your character's name: _____

[2] A city in the United States:_____

[3] A whole number less than 10, but more than 1: _____

[4] A number between 5 and 25 inclusive: _____

[5] A famous person, currently alive: _____

[6] A verb ending in ing: _____

Step 2. Fill out these blanks as well.

[A] The name of a city, real or fictitious: _____

[C] A noun: _____

[D] A nonsense word: _____

[K] A large number: _____

Step 3. Copy all of the lettered answers to the board in the front of the room. It should have letters and spaces where you can put your answers. It is possible that someone has already beat you to it in some of the spaces. If so, only fill in the ones that are still blank. You may not change things already written on the board, even if you wrote them in the first place.

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Step 5. Go to the table where the side plots are located. You may join in exactly one side plot. Please read the instructions on the side plots packets on how to join in a side plot.

Character 1

You are [1]_____. You were born in [2]_____, to a set of loving parents. You were the eldest of [3]_____ children. You had a pet [M]_____ growing up.

You were always fairly smart and quick witted. You have always been able to out-argue your peers, or at least convince yourself that you have won. It was no surprise that you turned to politics.

But you are not interested in leading, no. You wish to be the power behind the throne. You have been working as a political advisor for [4]_____ years. And you are sneaky.

Right now, for example, you are working for [5]_____ who is secretly thinking of running for President. Your job is to get some good quotes from the people of this town. That's why you have come to [A]_____. You want to drum up some spin and you want to poll the populace about [5]_____.

You need to be sly, but you need to get some good quotes. There may even be some celebrities here. If so, you especially need to get a good quote from them.

You are: Average at Combat, Above Average at [6]_____, Excellent at Research.

Character 2

Instructions: DO NOT READ PAGE 2 YET!!!!!

Step 1. Fill in the blanks of this page with the details listed.

[1] Your character's name: _____

[2] An Occupation:_____

[3] A verb, To: _____

[4] A Gender: _____ (Man, Woman, Intersex, whatever you want)

[5] An uncommon noun: _____

Step 2. Fill out these blanks as well.

[B] A planet, real or imaginary: _____

[C] A noun: _____

[F] A whole number between 6 and 9 inclusive:_____

[G] A nonsense word: _____

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Character 2

You not an average person. While by day you may be [1]_____, mild mannered [2]_____, you are secretly [3]_____ing [4]_____, with the ability to [3]_____ far beyond that of normal mortals.

You have come to [A]_____ to fight crime, and crime there is. You're sure of it. Well, yeah, this is your first day as a masked crimefighter, and you may have a touch of inexperience. But with your powers it should be no problem.

Also, to be a real superhero, you need to find a love interest and an arch villain as well. This shouldn't be too difficult, right?

Of course there is your secret identity to worry about. The life of a [2]_____ is no picnic. Your boss can be a real ogre sometimes. For example, today he asked you to obtain him a [5]_____, which you suspect isn't actually part of your job duties. You'll have to find someone who knows where you can obtain a [5]_____.

You are: Above Average at Combat, Excellent at [2]_____.

Character 3

Instructions: DO NOT READ PAGE 2 YET!!!!!

Step 1. Fill in the blanks of this page with the details listed.

[1] Circle One: Past Present Future

[2] A noun:_____

[3] A whole number between 18 and 43 inclusive: _____

[4] A nonsense word: _____

[5] Verb, past tense: _____

Step 2. Fill out these blanks as well.

[B] A planet, real or imaginary: _____

[H] A noun: _____

[K] A large number: _____

[N] A verb: _____

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Character 3

Even when you were growing up, you knew you were special. You had visions of the [1]_____ and knew things that others could only guess. Your mother told you that you were different, touched by God, and you believed her.

But it wasn't God who touched you, no, it was the All-[2]_____ who sits in the center of the universe and speaks to you in your mind. When you turned [3]_____ last year you set out on your own and started your own religion to worship the All-[2]_____.

You dubbed yourself, Master [4]_____, and have sought out followers to your new religion. That is why you are here today. Today is the Holy Feast commemorating the day the All-[2]_____ [5]_____ the universe. You are looking for converts to help you celebrate.

It never is easy, starting your own religion, but at least you have the might of the All-[2]_____ on your side. You may perform one miracle in its name to convince the non-believers. Praise the All-[2]_____.

You are below average in combat. You may perform one miraculous act during the game. The act may not kill characters or remove them from the game in any way. Nor may you directly control the thoughts, opinions, or actions of other characters. So speaks the All-[2]_____.

Character 4

Instructions: DO NOT READ PAGE 2 YET!!!!!

Step 1. Fill in the blanks of this page with the details listed.

[1] A number between 7 and 11 inclusive: _____

[2] A city name:_____

[3] A vehicle: _____

[4] A plural noun: _____

[5] An animal (real or fictional): _____

[6] A toy: _____

Step 2. Fill out these blanks as well.

[C] A noun: _____

[E] A nonsense word: _____

[L] An exotic food: _____

[M] An animal: _____

[Q] An exotic locale: _____

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Character 4

You are a small child, only [1]_____ years old. Your mommy lives far far away in the town of [2]_____. She put you on a [3]_____ and told you that when you got to [A]_____, your daddy would be waiting for you.

Well, you are finally here, but you haven't found your daddy yet. Maybe one of these strangers have seen him. His name is "Daddy." Your mommy's name is "Mommy" and you don't know your address and phone number.

You're scared and alone, and you know what that means. Whenever you start to become mad or upset or have a powerful emotion, something strange happens. Sometimes something breaks nearby. Sometimes people get hurt.

You don't know why these strange things happen, but you cannot control them. The only way to get them to stop is to make you happy. You like candy, and [4]_____, and stuffed animals. Your favorite animal is the [5]_____ and you would especially like a stuffed [5]_____. And your daddy.

You are below average in combat. When you have a powerful negative emotion, things nearby start to break. Sometimes those things are people. You start the game with a [6]_____. Make sure to have an item card.

Character 5

Instructions: DO NOT READ PAGE 2 YET!!!!!

Step 1. Fill in the blanks of this page with the details listed.

[1] A foreign country, real or fictional: _____

[2] A nonsense word:_____

[3] A type of gemstone: _____

[4] An exotic animal: _____

[5] A noun: _____

Step 2. Fill out these blanks as well.

[E] A nonsense word: _____

[H] A noun: _____

[I] A place: _____

[M] An animal: _____

Step 3. Copy all of the lettered answers to the board in the front of the room. It should have letters and spaces where you can put your answers. It is possible that someone has already beat you to it in some of the spaces. If so, only fill in the ones that are still blank. You may not change things already written on the board, even if you wrote them in the first place.

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Character 5

You are here to find your life's goal. You are from the far off land of [1]_____. You have traveled far and wide to find something that can only be found in [A]_____.

You have come to the city looking for the most valuable item of all, the [2]_____ [3]_____. However, this item cannot be bought or sold. No, it must be won, and to win it you must complete three tasks.

First, you must kill and eat a [4]_____. You don't know where to find such a thing, much less how to consume it.

Next, you must perform a feat of incredible derring-do. You will need to find someone to proclaim that your feat was incredible enough.

And finally, you must find true love. Not an easy feat for an hour. Once you have found your true love, you will find the [2]_____ [3]_____ under the first [5]_____ you come across.

You are above average in combat. You are excellent in non-combat feats of dexterity such as juggling.

Character 6

Instructions: DO NOT READ PAGE 2 YET!!!!!

Step 1. Fill in the blanks of this page with the details listed.

[1] An elected position: _____

[2] An unusual building:_____

[3] A common every day activity: _____

[4] A large number: _____

[5] Famous Dead Person: _____

Step 2. Fill out these blanks as well.

[A] The name of a city, real or fictitious: _____

[F] A whole number between 6 and 9 inclusive:_____

[G] A nonsense word: _____

[L] An exotic food: _____

[R] A verb: _____

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Character 6

You are the [1]_____ of [A]_____. You are a good, competent elected official, and you honestly do care about your constituency. However, there are a few issues that have come up and you want to get the opinion of the man on the street, as it were. You want both the opinions of locals and visitors, since some of the issues affect tourism.

The first issue is that there is talk of building a [2]_____ in town. This will greatly impact the town's infrastructure and you want to make sure that you accurately represent your citizens.

The second issue is that there is a petition on your desk asking to make [3]_____ illegal. It has over [4]_____ signatures. You have a feeling this might be unpopular, so you wanted to see what people thought.

Finally, you have always been a hug fan of [5]_____, and you would like to see the city build a memorial to that person. You need to drum up popular support for a memorial. And even if most of the support comes from people outside the city, that's ok as it would make a good tourist attraction, too.

You are below average in combat. You are excellent at navigating bureaucracies. Once, during the game you may ask out of character, "was that last statement a lie?" and get a truthful answer. This ability may not be used on an answer to a question asked solely for the purpose of detecting a lie.

Character 7

Instructions: DO NOT READ PAGE 2 YET!!!!!

Step 1. Fill in the blanks of this page with the details listed.

[1] Your character's name: _____

[2] An animal:_____

[3] A noun: _____

[4] A nationality: _____

[5] Famous Dead Person: _____

Step 2. Fill out these blanks as well.

[D] A nonsense word: _____

[I] A place: _____

[N] A verb: _____

[O] A color: _____

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Character 7

You are a shadowy and mysterious figure. Your real name is [1]_____, but you go by the nickname [2]_____. You claim to be a [3]_____ salesman, but that is just your cover job. In reality, you are a hired killer. You are a citizen of [A]_____, born and raised here.

Recently, you have been hired by the [4]_____ mob to take care of a little problem. Apparently, someone's been cutting into their business, or perhaps investigating them, or making their lives difficult in some way. You're not much on the details. You like to stay above such things and focus on your job.

The problem is that you don't have much details. You know that your mark is one of a select few people here in [A]_____, but you aren't sure which one. The only salient detail you could get is that they had a pet [M]_____ growing up.

It's possible that more than one person in your target group meets that criteria. You've been asked to take them both out, just in case. You'll be paid double if you do.

You are excellent in combat. Once, during the game, you may disguise yourself as a nondescript menial character (janitor, clerk, panhandler, &c) for no longer than five minutes. You start the game with a gun. Make sure to have an item card.

Character 8

Instructions: DO NOT READ PAGE 2 YET!!!!!

Step 1. Fill in the blanks of this page with the details listed.

[1] Your character's name: _____

[2] A scientific sounding made up word:_____

[3] A verb: _____

[4] A noun: _____

[5] A verb: _____

Step 2. Fill out these blanks as well.

[D] A nonsense word: _____

[J] A whole number between 4 and 7 inclusive: _____

[P] An animal: _____

[Q] An exotic locale: _____

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Character 8

You have been infected by a sentient disease. You look and sound normal, and go by your birth name, [1]_____, but you in fact the living avatar of [2]_____ Syndrome.

It is your goal, your life's work, to infect as many people as you can, starting with the population of [A]_____. Unfortunately, you are not very contagious. In fact, there is a difficult process you must perform to infect someone.

First, the two of you must [3]_____. You both have to [3]_____ together at the same time. And it has to be a twosome; adding more people to the equation will cause the infection to fail.

Then you must give the other person a [4]_____. It doesn't matter where you get the [4]_____. You can even use the same [4]_____ over and over again. The person is then infected. Write the character's name on the back of this page to keep track.

You have exactly one symptom. Every 10 minutes, you must [5]_____. You have no choice about this. Tell the person you've infected that they must [5]_____ every ten minutes too. You don't need to tell them why or that they are infected, just that they must [5]_____. They are not yet contagious and cannot spread [2]_____ Syndrome.

You are below average in combat. You start with one item of your choice, which may not be the item you need to infect. Make sure to have an item card.

Character 9

Instructions: DO NOT READ PAGE 2 YET!!!!!

Step 1. Fill in the blanks of this page with the details listed.

[1] Your character's name: _____

[2] A liquid:_____

[3] A common object: _____

[4] An unusual object: _____

[5] A verb: _____

[6] A whole number between 4 and 7 inclusive: _____

Step 2. Fill out these blanks as well.

[J] A whole number between 4 and 7 inclusive: _____

[O] A color: _____

[P] An animal: _____

[R] A verb: _____

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Character 9

Your name is [1]_____, and you are a gypsy. You can read fortunes, and have all sorts of things you can sell. You have travelled to [A]_____ because you believe there is great wealth here.

You have the ability of divination. It is simple really. You make the person drink a cup of [2]_____ and you read what is left behind. You get them to ask you a question and you answer it. Of course, you really can't tell the future; you just make everything up. You are excellent at cold reading and just like making stuff up.

But your real power is the vast array of objects you have. From the most mundane [3]_____ to the rare [4]_____, you have them all. However, you won't give up your wares without a price. Sometimes it will be a favor, but you would prefer money, of course.

You really want one thing. You want, for once in your life, to [5]_____. And not alone, oh no. You want to [5]_____ in a group of at least [6]_____ people, the more the merrier. Until you do that, you can not say that you have truly lived.

You are average in combat. You may generate any common, normal item any time you want. You have access to 5 unusual or rare items. Keep track here: □□□□□.