



Who they are: \_\_\_\_\_

\_\_\_\_\_

Who they hang out with: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

What they want short-term: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

What they want long-term: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

What they love about themselves: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

What they hate about themselves: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

A little something special: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

**N.B.** You may be trapped in an endlessly looping Day, but the game can't really be monotonous. Take initiative, charge each iteration of a scene with different moods and feelings, try everything to get a new reaction out of the Supporting characters. There is no other way to break the Curse.

