

character name	player name
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high concept (an archetype + a descriptor <i>and/or</i> a twist)	<i>this is how you pitch your character to everyone else</i>
trouble (a personal struggle or a difficult relationship)	<i>this is the circumstances the GM will leverage to get your character to do stuff</i>

quirk	appearance & behavior:
<i>something unique about your character</i>	
	<i>you won't ever need more than three details, anyway</i>

background	history:
	<i>what you did before your first adventure</i>
turning point	<i>what made you into a danger-defying adventurer (your "superhero origin")</i>
kicker	<i>what happened that provided you with a personal stake in the current adventure</i>

wait here until everyone at the table reaches this point, then introduce your characters to each other and to the GM

relationships:					
name	opinion		name	opinion	
		NPC +		NPC -	

talk it out with other players whether your character has some relationship with theirs and what kind, add a plus if it's an affectionate relationship, a minus if it is strained; ditto with the GM for, at most, two non-player characters (NPCs)

notes
