

THE COP

CHARACTER
NUMBER

PLAYER: _____

CHARACTER: _____

HONEST CORRUPT STEADFAST ABOUT TO RETIRE SOMETHING ELSE

ABILITIES

CHOOSE ONE FOR THIS SCENARIO.
IGNORE THE OTHER TWO.

I CAN TAKE IT. You may pass one **Toughness** challenge. Cross this out after you use it.

I KNOW THE MOVES. You may pass one **Agility** challenge. Cross this out after you use it.

I'M GETTING TOO OLD FOR THIS. You may use both of your above Abilities (check all three of these). However, you **must** die in a Scene that contains this icon:



OTHER NOTES

RELATIONSHIPS

RELATIONSHIP 1 POSITIVE NEGATIVE

CH. #

RELATIONSHIP 2 POSITIVE NEGATIVE

CH. #

RELATIONSHIP 3 POSITIVE NEGATIVE

CH. #

RELATIONSHIP 4 POSITIVE NEGATIVE

CH. #



THE CRIMINAL

CHARACTER
NUMBER

PLAYER: _____

CHARACTER: _____

LOWBROW WHITE COLLAR REFORMED SOMETHING ELSE

ABILITIES

CHOOSE ONE FOR THIS SCENARIO.
IGNORE THE OTHER TWO.

HONOR AMONG THIEVES. When another character is chosen to die, you may force a re-draw by lots until it isn't that character. Cross this out after you use it.

BACKSTAB. In one scene, you alone may choose who dies or is **Wounded**. Cross this out after you use it.

SELF-SACRIFICE. When another character would die, both you and that other character become **Wounded** instead. Cross this out after you use it.

OTHER NOTES

RELATIONSHIPS

RELATIONSHIP 1 POSITIVE NEGATIVE

CH. #

RELATIONSHIP 2 POSITIVE NEGATIVE

CH. #

RELATIONSHIP 3 POSITIVE NEGATIVE

CH. #

RELATIONSHIP 4 POSITIVE NEGATIVE

CH. #



THE SIDEKICK

CHARACTER
NUMBER

PLAYER:

CHARACTER:

WACKY FAITHFUL NAIVE BACKSTABBING SOMETHING ELSE

ABILITIES

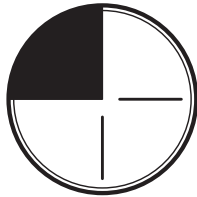
CHOOSE ONE FOR THIS SCENARIO.
IGNORE THE OTHER TWO.

LET'S WORK TOGETHER. You may turn one challenge into a challenge of a different type, which you and one other character may work together to solve.

I'VE GOT THIS, MAN. If one of your Relationship characters is going to die in a scene, you may change it so that both of you are **Wounded** instead. Cross this out after you use it.

CALL IN THE CAVALRY. If you die in or before the scene with this icon, you may come back in one later scene to save the die, having not died after all. You die again in that second Scene, keeping one other character from dying (they are **Wounded** instead). Cross this out after you use it.

The icon will appear about 3/4 of the way through the Scenario.



OTHER NOTES

RELATIONSHIPS

RELATIONSHIP 1 POSITIVE NEGATIVE

CH. #

RELATIONSHIP 2 POSITIVE NEGATIVE

CH. #

RELATIONSHIP 3 POSITIVE NEGATIVE

CH. #

RELATIONSHIP 4 POSITIVE NEGATIVE

CH. #



THE CHILD

PLAYER: _____

CHARACTER: _____

CHARACTER
NUMBER

CUTE PRECOCIOUS ANNOYING CLEVER SOMETHING ELSE

ABILITIES

CHOOSE ONE FOR THIS SCENARIO.
IGNORE THE OTHER TWO.

TOO CUTE TO DIE. If you are to die, you become **Wounded** instead and *all* of your positive Relationships are horrified (**Distraught**) the next scene (let them know). Cross this out after you use it.

DODGED A BULLET. If you are to become **Wounded**, you may choose one of the characters from one of your Relationships to be **Wounded** instead. Cross this out after you use it.

ANNOYING KNOW IT ALL. If a character from any of your Relationships becomes **Wounded** or dies in a scene, you become **Distraught** with grief the next scene. You may make 2 challenges which may be either **Knowledge** or **Cleverness**. Check here after each one:

OTHER NOTES

RELATIONSHIPS

RELATIONSHIP 1 POSITIVE NEGATIVE

CH. #

RELATIONSHIP 2 POSITIVE NEGATIVE

CH. #

RELATIONSHIP 3 POSITIVE NEGATIVE

CH. #

RELATIONSHIP 4 POSITIVE NEGATIVE

CH. #



THE GENIUS

CHARACTER
NUMBER

PLAYER: _____

CHARACTER: _____

QUIRKY MISUNDERSTOOD CLEVER SOMETHING ELSE

ABILITIES

CHOOSE ONE FOR THIS SCENARIO.
IGNORE THE OTHER TWO.

I KNOW WHAT TO DO. You may pass one **Knowledge** challenge. Cross this out after you use it.

I HAVE A PLAN. You may pass one **Cleverness** challenge. Cross this out after you use it.

WHAT HAVE WE WROUGHT? You may you both of your above Abilities (check all three of these). However, you **must** die in a Scene when you see this icon on the Scene:

The icon will appear about 1/2 of the way through the Scenario.



OTHER NOTES

RELATIONSHIPS

RELATIONSHIP 1 POSITIVE NEGATIVE

CH. #

RELATIONSHIP 2 POSITIVE NEGATIVE

CH. #

RELATIONSHIP 3 POSITIVE NEGATIVE

CH. #

RELATIONSHIP 4 POSITIVE NEGATIVE

CH. #



THE MEDICAL WORKER

CHARACTER
NUMBER

PLAYER: _____

CHARACTER: _____

COMMITTED DRIVEN HYSTERICAL SOMETHING ELSE

ABILITIES

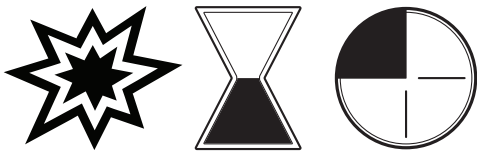
CHOOSE ONE FOR THIS SCENARIO.
IGNORE THE OTHER TWO.

POWER OF LOVE. When one character you have a Relationship with is supposed to die, you may make the character **Wounded** instead. Cross this out after you use it.

I KNOW FIRST AID. You may heal one other character who is **Wounded** when you are in a Scene with this icon. You cannot heal yourself. Cross this out after you use it.



MUST SAVE THEM ALL. You may use one of your above Abilities (check it off). In addition, in one Scene, you may help any number of **Distraught** or **Wounded** characters get through it. Cross that out after you use it. However, you are **Distraught** with horror in any Scene with these icons:



OTHER NOTES

RELATIONSHIPS

RELATIONSHIP 1 POSITIVE NEGATIVE

CH. #

RELATIONSHIP 2 POSITIVE NEGATIVE

CH. #

RELATIONSHIP 3 POSITIVE NEGATIVE

CH. #

RELATIONSHIP 4 POSITIVE NEGATIVE

CH. #



THE CELEBRITY

PLAYER: _____

CHARACTER: _____

CHARACTER
NUMBER

FAMOUS D-LIST SOMETHING ELSE

ABILITIES

CHOOSE ONE FOR THIS SCENARIO.
IGNORE THE OTHER TWO.

GET AHOLD OF YOURSELF. In one Scene you may assist any number of characters who are **Distraught**. Cross this out after you use it.

Note that this is unlikely to occur if you are not using Extra Angst in the Scenario.

CALL IN A FAVOR. You may pass one **Resources** challenge. Cross this out after you use it.

SPECIAL CAMEO APPEARANCE. If you die, you may come back in a later Scene as a different celebrity in a cameo. The cameo only lasts for that one Scene. Cross this out after you use it.

OTHER NOTES

RELATIONSHIPS

RELATIONSHIP 1 POSITIVE NEGATIVE

CH. #

RELATIONSHIP 2 POSITIVE NEGATIVE

CH. #

RELATIONSHIP 3 POSITIVE NEGATIVE

CH. #

RELATIONSHIP 4 POSITIVE NEGATIVE

CH. #



THE DOOMSAYER

CHARACTER
NUMBER

PLAYER:

CHARACTER:

CRAZY RELIGIOUS FERVENT KNOWLEDGEABLE SOMETHING ELSE

ABILITIES

CHOOSE ONE FOR THIS SCENARIO.
IGNORE THE OTHER TWO.

THINGS ARE GOING WRONG.

When you are in the first Scene of the game, you may look at consecutive upcoming Scenes until you reach one with this icon (including that Scene). You may warn people that things will go wrong. Cross this out after you use it.



FROM BAD TO WORSE. You look at one random upcoming Scene, but you may not tell anyone what the challenge or vote will be. You may still warn people about upcoming dangers. Cross this out after you use it.

SELF-SACRIFICE. You may use both of your above Abilities (check all three). However, you become **Wounded** when you see a Scene with this icon:



OTHER NOTES

RELATIONSHIPS

RELATIONSHIP 1 POSITIVE NEGATIVE

CH. #

RELATIONSHIP 2 POSITIVE NEGATIVE

CH. #

RELATIONSHIP 3 POSITIVE NEGATIVE

CH. #

RELATIONSHIP 4 POSITIVE NEGATIVE

CH. #



THE CONTRARIAN

CHARACTER
NUMBER

PLAYER: _____

CHARACTER: _____

ARGUMENTATIVE NASTY LOVABLE SOMETHING ELSE

ABILITIES

CHOOSE ONE FOR THIS SCENARIO.
IGNORE THE OTHER TWO.

I WAS RIGHT ALL ALONG! You may pass one **Knowledge** Challenge. Cross this out after you use it.

LISTEN TO ME. You get to choose who dies or is **Wounded** in one Scene. Cross this out after you use it.

DOOMED. You may distract everyone else with an argument, so that nobody is chosen to die or get **Wounded** in one Scene. However, you must die when you see a Scene with this icon:

The icon will appear about 1/2 of the way through the Scenario.



OTHER NOTES

RELATIONSHIPS

RELATIONSHIP 1 POSITIVE NEGATIVE

CH. #

RELATIONSHIP 2 POSITIVE NEGATIVE

CH. #

RELATIONSHIP 3 POSITIVE NEGATIVE

CH. #

RELATIONSHIP 4 POSITIVE NEGATIVE

CH. #



THE RELIGIOUS FIGURE

CHARACTER
NUMBER

PLAYER:

CHARACTER:

FAITHFUL LOST EVANGELICAL SOMETHING ELSE

ABILITIES

CHOOSE ONE FOR THIS SCENARIO.
IGNORE THE OTHER TWO.

PRAY FOR GUIDANCE. You may pass one Challenge of any type, but then you must die in the next Scene. Cross this out after you use it.

IT'S A MIRACLE. If you are to die in a Scene, you are **Wounded** instead. Cross this out after you use it.

SELF-SACRIFICE. If another character is to die in a Scene, you may choose instead to be **Wounded** yourself. Cross this out after you use it.

OTHER NOTES

RELATIONSHIPS

RELATIONSHIP 1 POSITIVE NEGATIVE

CH. #

RELATIONSHIP 2 POSITIVE NEGATIVE

CH. #

RELATIONSHIP 3 POSITIVE NEGATIVE

CH. #

RELATIONSHIP 4 POSITIVE NEGATIVE

CH. #



THE REPORTER

PLAYER: _____

CHARACTER: _____

CHARACTER
NUMBER

NOSY DILIGENT INTRUSIVE HARD-HITTING SOMETHING ELSE

ABILITIES

CHOOSE ONE FOR THIS SCENARIO.
IGNORE THE OTHER TWO.

CALL IN YOUR CONTACTS. You may turn one Challenge into a **Resources** Challenge. Cross this out after you use it.

DONE YOUR RESEARCH. You look at one random upcoming Scene, but you may not tell anyone what the Challenge or vote will be. Cross this out after you use it.

SNOOP. If the Scenario has Extra Information for the characters, you may claim and read all the unclaimed Information Cards before the Scenario begins; however you must abide by any instructions you may read in them. Cross this out after you use it.

Note that not all Scenarios use Extra Info cards. Ask before choosing this Ability.

OTHER NOTES

RELATIONSHIPS

RELATIONSHIP 1 POSITIVE NEGATIVE

CH. #

RELATIONSHIP 2 POSITIVE NEGATIVE

CH. #

RELATIONSHIP 3 POSITIVE NEGATIVE

CH. #

RELATIONSHIP 4 POSITIVE NEGATIVE

CH. #



THE ATHLETE

PLAYER: _____

CHARACTER: _____

CHARACTER
NUMBER

HONEST CORRUPT STEADFAST ABOUT TO RETIRE SOMETHING ELSE

ABILITIES

CHOOSE ONE FOR THIS SCENARIO.
IGNORE THE OTHER TWO.

I GOT THIS. You may pass one **Agility** Challenge. Cross this out after you use it.

WALK IT OFF. If you become **Wounded**, you may ignore your **Wounded** state for two Scenes. Check off here when used:

TAKE ME INSTEAD. The first time another character would become **Wounded**, you become **Wounded** instead of them. You also get to use your other two Abilities (check off all three).

OTHER NOTES

RELATIONSHIPS

RELATIONSHIP 1 POSITIVE NEGATIVE

CH. #

RELATIONSHIP 2 POSITIVE NEGATIVE

CH. #

RELATIONSHIP 3 POSITIVE NEGATIVE

CH. #

RELATIONSHIP 4 POSITIVE NEGATIVE

CH. #



THE INVESTOR

CHARACTER
NUMBER

PLAYER: _____

CHARACTER: _____

SHADY BRILLIANT WUNDERKIND SOMETHING ELSE

ABILITIES

CHOOSE ONE FOR THIS SCENARIO.
IGNORE THE OTHER TWO.

LET ME CALL MY BACKERS. You may pass one **Resources** Challenge. Cross this out after you use it.

I KNOW THE RISKS. You look at one random upcoming Scene, but you may not tell anyone what the challenge or vote will be. Cross this out after you use it.

WE CAN'T AFFORD TO FAIL. You may use both of your above Abilities (check all three of them). However, you become **Wounded** when you see this icon on the Scene:



OTHER NOTES

RELATIONSHIPS

RELATIONSHIP 1 POSITIVE NEGATIVE

CH. #

RELATIONSHIP 2 POSITIVE NEGATIVE

CH. #

RELATIONSHIP 3 POSITIVE NEGATIVE

CH. #

RELATIONSHIP 4 POSITIVE NEGATIVE

CH. #



THE ELECTED OFFICIAL

CHARACTER
NUMBER

PLAYER:

CHARACTER:

HONEST CORRUPT POWERFUL IMPOTENT SOMETHING ELSE

ABILITIES

CHOOSE ONE FOR THIS SCENARIO.
IGNORE THE OTHER TWO.

THE GOVERNMENT IS HERE TO HELP. You may pass one **Resources** challenge. Cross this out after you use it.

EVERYTHING WILL BE JUST FINE. You may heal one other character from **Wounded** when you are in a scene with this icon on it. You may not heal yourself. Cross this out after you use it.



THIS WILL KILL TOURISM. You may allow one other character to reuse one used Ability, but then you must die in the following Scene. Cross this out after you use it. In addition, you may use one other Ability (check it when you check this one).

OTHER NOTES

RELATIONSHIPS

RELATIONSHIP 1 POSITIVE NEGATIVE

CH. #

RELATIONSHIP 2 POSITIVE NEGATIVE

CH. #

RELATIONSHIP 3 POSITIVE NEGATIVE

CH. #

RELATIONSHIP 4 POSITIVE NEGATIVE

CH. #



THE SOLDIER

CHARACTER
NUMBER

PLAYER: _____

CHARACTER: _____

HEROIC COWARDLY DESK JOCKEY SOMETHING ELSE

ABILITIES

CHOOSE ONE FOR THIS SCENARIO.
IGNORE THE OTHER TWO.

I CAN TAKE IT. You may pass one **Toughness** Challenge. Cross this out after you use it.

NEVER LEAVE ANYONE BEHIND.
In two Scenes, you may assist two other characters who are **Distraught** or **Wounded**. Check here after each use:

DON'T YOU DARE DIE ON ME.
You may choose another character who is about to die and make them **Wounded** instead. However, they must die when they see this icon on a Scene:



OTHER NOTES

RELATIONSHIPS

RELATIONSHIP 1 POSITIVE NEGATIVE

CH. #

RELATIONSHIP 2 POSITIVE NEGATIVE

CH. #

RELATIONSHIP 3 POSITIVE NEGATIVE

CH. #

RELATIONSHIP 4 POSITIVE NEGATIVE

CH. #



THE BLUE COLLAR WORKER

CHARACTER
NUMBER

PLAYER: _____

CHARACTER: _____

STOIC LAZY SARCASTIC SOMETHING ELSE

ABILITIES

CHOOSE ONE FOR THIS SCENARIO.
IGNORE THE OTHER TWO.

I CAN GET IT FOR YOU. You may pass one **Resources** Challenge. Cross this out after you use it.

JUST FOCUS. You may help any number of **Distraught** or **Wounded** people in one Scene even if you are **Wounded**. Cross this out after you use it.

THIS PLACE HAS IT OUT FOR ME. You may use both your Abilities (check off all three), but you become **Wounded** when you see a Scene with this icon:

The icon will appear about 1/2 of the way through the Scenario.



OTHER NOTES

RELATIONSHIPS

RELATIONSHIP 1 POSITIVE NEGATIVE

CH. #

RELATIONSHIP 2 POSITIVE NEGATIVE

CH. #

RELATIONSHIP 3 POSITIVE NEGATIVE

CH. #

RELATIONSHIP 4 POSITIVE NEGATIVE

CH. #



THE TEEN

CHARACTER
NUMBER

PLAYER:

CHARACTER:

SULLEN POPULAR ATHLETIC BRAINY SOMETHING ELSE

ABILITIES

CHOOSE ONE FOR THIS SCENARIO.
IGNORE THE OTHER TWO.

*The Teen is from the Trapped In A Mall
With Some Zombies Scenario. Cross off
the Vitality of Youth Ability if playing in a
different Scenario.*

GO TEAM GO! You may pass one
Toughness or **Agility** Challenge.
Cross this out after you use it.

SIMPLE DEDUCTION. You may
pass one **Cleverness** or **Knowledge**
Challenge. Cross this out after you
use it.

VITALITY OF YOUTH. You may
ignore the results of the first Bite
card you draw. Cross this off after
you use it.

OTHER NOTES

RELATIONSHIPS

RELATIONSHIP 1 POSITIVE NEGATIVE

CH. #

RELATIONSHIP 2 POSITIVE NEGATIVE

CH. #

RELATIONSHIP 3 POSITIVE NEGATIVE

CH. #

RELATIONSHIP 4 POSITIVE NEGATIVE

CH. #



THE SENIOR CITIZEN

CHARACTER
NUMBER

PLAYER:

CHARACTER:

VIGOROUS CROTCHETY WISE SOMETHING ELSE

ABILITIES

CHOOSE ONE FOR THIS SCENARIO.
IGNORE THE OTHER TWO.

*The Teen is from the Trapped In A Mall
With Some Zombies Scenario. Cross off
the Take Me, I'm Old Ability if playing in a
different Scenario.*

YEARS OF EXPERIENCE. You may pass one **Knowledge** or **Cleverness** Challenge. Cross this out after you use it.

LET ME CHECK MY BAG. You may pass one **Resources** Challenge. Cross this out after you use it.

TAKE ME, I'M OLD. You may keep another character from being **Wounded** or dying, but you must draw a Bite card when doing so. Cross this out after you use it.

OTHER NOTES

RELATIONSHIPS

RELATIONSHIP 1 POSITIVE NEGATIVE

CH. #

RELATIONSHIP 2 POSITIVE NEGATIVE

CH. #

RELATIONSHIP 3 POSITIVE NEGATIVE

CH. #

RELATIONSHIP 4 POSITIVE NEGATIVE

CH. #



THE PSYCHIATRIST

The Psychiatrist is from The Love Craft Scenario, and is not recommended for play in other Scenarios.

PLAYER: _____

CHARACTER: _____

CHARACTER
NUMBER

- CALM FREUDIAN SADISTIC SOMETHING ELSE

ABILITIES

CHOOSE ONE FOR THIS SCENARIO.
IGNORE THE OTHER TWO.

CALM YOURSELF. Twice during the Scenario, you may turn another character from Violently Insane to non-Violently Insane. Check here after each use:

YOU MUST BE DELUDED. Twice during the Scenario, instead of losing Sanity, choose a different character that character loses Sanity instead of you. Check here after each use:

THERAPEUTIC SESSION. When you come to a scene with this icon on it, you may grant two different Sane characters 1 Sanity apiece. You may not be one of those characters. Cross this out after you use it.



OTHER NOTES

RELATIONSHIPS

RELATIONSHIP 1 POSITIVE NEGATIVE

CH. #

RELATIONSHIP 2 POSITIVE NEGATIVE

CH. #

RELATIONSHIP 3 POSITIVE NEGATIVE

CH. #

RELATIONSHIP 4 POSITIVE NEGATIVE

CH. #



THE DAY LABORER

CHARACTER
NUMBER

PLAYER: _____

CHARACTER: _____

PERSON WITH A PLAN SMARTER THAN YOU LOOK COCKY CYNICAL SOMETHING ELSE

ABILITIES

CHOOSE ONE FOR THIS SCENARIO.
IGNORE THE OTHER TWO.

The Day Laborer is from The Terror At Trinity Scenario, but suitable for any scenario. If The Blue Collar Worker is also being played, they should represent a skilled trade or specialist to contrast with this character, who generally represents unskilled or temp labor.

ROCK BEATS SCISSORS. Your buddy (a Positive Relationship) always chooses scissors, the dope. If your buddy is **Wounded** or chosen to die, you can play rock-paper-scissors to take the Wound or die in their place. You can either win outright or play it out—your choice. Cross this out after you use it.

I'VE GOT AN IDEA. You're always getting these crazy ideas and you are sure it will work out this time. Explain how you pass this **Cleverness** Challenge. Cross this out after you use it.

ACT WITHOUT THINKING. You are impulsive and impatient. Describe how you pass this **Agility** Challenge by acting while others discuss what to do. Cross this out after you use it.

OTHER NOTES

RELATIONSHIPS

RELATIONSHIP 1 POSITIVE NEGATIVE

CH. #

RELATIONSHIP 2 POSITIVE NEGATIVE

CH. #

RELATIONSHIP 3 POSITIVE NEGATIVE

CH. #

RELATIONSHIP 4 POSITIVE NEGATIVE

CH. #



THE SURVIVALIST

PLAYER: _____

CHARACTER: _____

CHARACTER
NUMBER

ENTHUSIASTIC GUN NUT PRACTICAL PARANOID TAKE-CHARGE LEADER SOMETHING ELSE

ABILITIES

CHOOSE ONE FOR THIS SCENARIO.
IGNORE THE OTHER TWO.

The Survivalist is from *The Terror At Trinity Scenario*, and also included in *The Gates of Delirium*. Cross off the *Overwhelming Firepower Ability* if playing in a different Scenario.

YEAH, I GOT THAT RIGHT HERE.

You don't go anywhere without your survival kit. You live to be prepared. Describe what you have to pass a **Resources** Challenge and why you brought it. Cross this out after you use it.

THEY CAN'T HIDE THIS FROM ME.

You know all about the secrets the Government is keeping from honest Americans. Explain what you know in order to pass a **Knowledge** Challenge, and how you know it. Cross this out after you use it.

OVERWHELMING FIREPOWER. In a scene with this icon, you can prevent a Wound or a death by pulling out the biggest, baddest, mothertruckin' gun and emptying the magazine into the enemy. Cross this out after you use it.



OTHER NOTES

RELATIONSHIPS

RELATIONSHIP 1 POSITIVE NEGATIVE

CH. #

RELATIONSHIP 2 POSITIVE NEGATIVE

CH. #

RELATIONSHIP 3 POSITIVE NEGATIVE

CH. #

RELATIONSHIP 4 POSITIVE NEGATIVE

CH. #



<i>PLAYER:</i>	<i>CHARACTER:</i>	CHARACTER NUMBER
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> SOMETHING ELSE
<p style="text-align: center;">ABILITIES</p> <p style="text-align: center;"><i>CHOOSE ONE FOR THIS SCENARIO. IGNORE THE OTHER TWO.</i></p> <p style="padding-top: 20px;"><input type="checkbox"/></p> <p style="padding-top: 20px;"><input type="checkbox"/></p> <p style="padding-top: 20px;"><input type="checkbox"/></p> <p style="text-align: center; padding-top: 20px;">OTHER NOTES</p>	<p style="text-align: center;">RELATIONSHIPS</p> <p>RELATIONSHIP 1 <input type="checkbox"/> POSITIVE <input type="checkbox"/> NEGATIVE</p> <hr style="width: 100%; margin: 5px 0;"/> <div style="text-align: right; border: 1px solid black; padding: 2px; width: 50px; margin: 0 auto;">CH. #</div> <p style="padding-top: 20px;">RELATIONSHIP 2 <input type="checkbox"/> POSITIVE <input type="checkbox"/> NEGATIVE</p> <hr style="width: 100%; margin: 5px 0;"/> <div style="text-align: right; border: 1px solid black; padding: 2px; width: 50px; margin: 0 auto;">CH. #</div> <p style="padding-top: 20px;">RELATIONSHIP 3 <input type="checkbox"/> POSITIVE <input type="checkbox"/> NEGATIVE</p> <hr style="width: 100%; margin: 5px 0;"/> <div style="text-align: right; border: 1px solid black; padding: 2px; width: 50px; margin: 0 auto;">CH. #</div> <p style="padding-top: 20px;">RELATIONSHIP 4 <input type="checkbox"/> POSITIVE <input type="checkbox"/> NEGATIVE</p> <hr style="width: 100%; margin: 5px 0;"/> <div style="text-align: right; border: 1px solid black; padding: 2px; width: 50px; margin: 0 auto;">CH. #</div>	

