

Character Creation

*Character creation takes time. It is **highly** advised that you start brainstorming your character early on. Remember, you might be stuck with that character for several weeks and you'll be doing yourself a **huge** favor by taking time early on to ensure your creation is something that you're able to grow to love. Characters that people find difficult to roleplay or boring to play are typically ones that were made at the last second!*

Considerations

Information about the Multiverse

- ★ **This game takes place in the Sanctumverse.** It should go without saying that any prior knowledge from previous games should *never under any circumstance* affect your roleplaying.
 - That aside, the basic information about the multiverse stays the same:
- **This game takes place in a multi-verse consisting of a non-specified number of universes.** These universes vary greatly in size, laws, and age.
- **While some universes have their own gods and others have none, a pantheon of gods oversees the entire multiverse.** Even gods of some universes and smaller pocket multi-verses are unaware of the greater multi-verse and the gods that oversee it.
- **In some places the laws of reality can be bent and twisted in unfathomable ways.** In some places this is not unusual.
- **While the multiverse may be home to several extremes it is important to note that all existences are plausible within their own explanations.** The laws and rules that govern those explanations are up to player interpretation, but may be denied by the GM.

Character Guidelines

- **Your character is not aware of the events of any previous games in the Sanctumverse.** Nothing more than the *most subtle* of references to previous games in the setting is allowed, and even that is skirting a fine line. If you're unsure, ask the GM.
 - References to non-Sanctum games such as PGD or DTRH are generally fine as long as you don't go overboard.

- **Character backstories explicitly set in the worlds of other games (including other Sanctum ones) are unlikely to be allowed.** This is to avoid situations such as the one that arose with Doloris in TSC, who came from the KoTD Kilsword universe which prompted some headaches about the cosmology of both settings. Prior Sanctum worlds aren't allowed because by the time this game happens they're all long dead.
- **Your character is not aware of the multi-verse as a whole.** It is permissible for them to be aware of smaller pocket multi-verses, but they cannot know of the overseers of all creation.
- **Your character needs to have more than an inch of depth to their story and background.** To help with this you are required to write about your character's backstory as well as touch briefly upon their original universe.
- **Joke characters are not allowed.** It is okay to have a character that acts like a joker or conceptually is hilarious, but whatever character you make must be taken seriously.
- **You must stay in character and actively work towards your character's goals.** It is possible that your goals may change mid-game, but whatever your character sets out to do you must ensure that they stick to those aspirations.

Things that are OK

- **Well executed and thought out characters with seemingly ridiculous themes and backstories.** As long as you can flesh it out properly and the idea isn't a joke your character idea is likely to be accepted.
- **Unorthodox approaches to your character's presentation or situation.** You are not restricted to vanilla human characters. Let your creativity flow, but be sure that any extreme choices you make in character creation serve a purpose.
- **Impossible goals and motives.** Your character's motivations need to be grounded in that character's reality. As long as this is met your character idea is likely to be accepted.

Things that are not OK

- **Characters need to be able to react to the events behind them.** TWR is a story-based game, and roleplaying with other characters is a central focus. Having characters that have difficulty in reacting to the events around them or are too one-dimensional contradicts this idea.
- **Incongruent character details.** Your character, regardless of how serious or silly they may be, must have both character details that are consistent with one another and be believable within its own context. Everything must tie in together, culminating into a coherent character.
- **Ridiculousness for the sake of being ridiculous.** While over the top character details are permissible, these must be the byproduct of a bigger idea and not the idea itself.

- **Characters that have no chance to evolve, grow, or change.** Your character does not need to become a better or stronger person as the game develops, but it is imperative that you do not make a character that is locked into a narrow narrative route.

Character Building Advice

- **Find a starting point.** Character creation typically starts with an idea and then the expansion upon that idea. Here are a list of good starting points:
 - An overarching theme.
 - A storyline.
 - A specific physical design.
 - A reference to some other media.
 - Building around specific certain traits or weapon ideas.
- **Take your time, but also throw lots of ideas out there.** It is likely that your first, second, and maybe even third idea won't pan out as well as you had hoped. Keep coming up with ideas and developing them until you end up with a character that works.
- **Make a character that can walk many paths.** A common mistake people make is creating characters that have rigid locked narrative options. To ensure the game is enjoyable for its entire duration it is advised that your character be capable of changing plans if need be. Ask yourself what your character would do in many common House of Fun scenarios and if the answer is "I don't know", "no one will talk to me", or "I don't think I can roleplay this character in that situation" then you might need to go back to the drawing board. Here are a list of common scenarios in House of Fun games:
 - Killing another player or almost being killed.
 - Backstabbing somebody or getting backstabbed.
 - Paranoia from not knowing who to trust.
 - Fear of others who may be stronger.
 - The high of victory and battle.
 - Finding characters that your character becomes close friends or lovers with.
 - Finding characters that your character loathes or wants to kill.
 - Finding friends and camaraderie.
 - Working together with other people in a serious environment.
 - Encountering strange, foreign creatures and people.
- **Sit on your character idea for a few days before committing.** It is an often occurrence that a player comes up with a character idea, loves it, but then later comes up with another idea that they'd much rather play. This is a big reason why I advocate for planning early so that you have the luxury of having a few days to sit on your idea before committing to it.
- **Just because you're allowed to make unique and weird characters doesn't mean you should.** Sometimes the better option is the simpler one. It is also important to realize that the craziest, wackiest, most outlandish ideas people come up with are often

the hardest to roleplay as and with. On top of that, many of these super unique characters rely on some sort of gimmick that outshines the rest of their character. Always prioritize making a well rounded character with appreciable depth and detail.

Character Form Template

Copy+paste the form below into your own google document. Delete all the text in italics before writing your responses.

NOTE: *The requirements in each field are strict. Please abide by them. Communicate with your GM if something ends up being too short or too long.*

Public Profile (Player Card)

[1] Name: *If you provide multiple names be sure to specify which one is your public name.*

[2] Physique: *Minimum of 2-3 sentences. 370 character limit.*

[3] Attire: *Minimum 1-2 sentences (if applicable). 370 character limit.*

[4] Homeworld: *Minimum of 1-2 sentences. 370 character limit.*

[5] More Info.: *Minimum 1-2 sentences. 370 character limit.*

[6] Character Image(s): *URL or file upload required.*

Private Profile (Character & Universe)

[7] Rough Background: *2-12 sentences.*

[8] Important Moments: *Keep it short, bullet point list is best.*

[9] Character Relationships: *Keep it short, bullet point list is best.*

[10] Motives: *Keep it short, bullet point list is best.*

[11] Likes: *Minimum of 3 likes.*

[12] Dislikes: *Minimum of 3 dislikes.*

[13] **Misc. Character Info:** *Things to highlight that are not done so elsewhere.*

[14] **Homeworld:** *Minimum of 2-8 sentences.*

Private Profile (Backstory)

[15] **Backstory:** *Minimum of 1 page, maximum of 15 pages. 3-5 pages **heavily** advised.*

Private Profile (Roleplay & Game)

[16] **Right Before:** *What your character was doing right before the game?*

[17] **Unique Weapons:** *Any special items you want your character to have? [OPTIONAL]*

[18] **Unique Equipment:** *Any special items you want your character to have? [OPTIONAL]*

[19] **Unique Abilities:** *Any special abilities you want your character to have? [OPTIONAL]*

[20] **Unique Roleplay:** *Any special RP quirks you want your character to have? [OPTIONAL]*

[21] **Additional Information:** *Things to be aware of when writing your character. [OPTIONAL]*

Miscellaneous

[22] **Character Plans & Hopes:** *What plans and hopes do you have for your character?*

[23] **Character Zone:** *Provide a general idea for a character zone for your character.*

Patron Information

[24] **Patron:** *Patron character's name.*

[25] **Patron Reward:** *Reward for completing character specific objectives.*

[26] Character Specific Objectives:

- **Objective #1** — *Patron issued character objectives.*
- **Objective #2** — *Optional.*
- **Objective #3** — *Optional.*

[27] Desired Patron-Character Relationship: *Relationship your character has with the Patron.*

[28] Day 0 PM Details: *Write any Day 0 PM details you want covered.*

[29] Weapons

Tier 1 Weapon (10 ATK)

Name:

Tier:

Description:

Tier 2 Weapon (8 ATK)

Name:

Tier:

Description:

Tier 3 Weapon (7 ATK)

Name:

Tier:

Description:

Tier 4 Weapon (6 ATK)

Name:

Tier:

Description:

Tier 5 Weapon (5 ATK)

Name:

Tier:

Description:

[30] Traits

Note: The traits list is still being expanded upon. You'll be notified once it's finalized.

Trait #1

Original Trait Name:

Cost:

Character Trait Name:

Trait Explanation:

Trait #2 (optional)

Original Trait Name:

Cost:

Character Trait Name:

Trait Explanation:

Trait #3 (optional)

Original Trait Name:

Cost:

Character Trait Name:

Trait Explanation:

Trait #4 (optional)

Original Trait Name:

Cost:

Character Trait Name:

Trait Explanation:

Trait #5 (optional)

Original Trait Name:

Cost:

Character Trait Name:

Trait Explanation:

Trait #6 (optional)

Original Trait Name:

Cost:

Character Trait Name:

Trait Explanation:

If you have additional character information that you want to include (such as short stories or more details about their backstory/homeworld) feel free to post them in their own separate google document and then link that document here.

Public Profile (Character Card)

[1] Name

- Your character requires a name. You are able to hide your character's real name, instead opting to have other players know you publicly by an alias.

[2] Physique

- Describe what your character looks like. If you have any planned appearance changes or transformations that will take place during the common room you must describe those as well.
- Your character's physique should be a few sentences and not a bullet point list. Try to include:
 - Sex/Gender (**REQUIRED**)
 - Male, Female, Other, Unknown, etc.
 - Height (**REQUIRED**)
 - List in feet *and* centimeters.
 - Character height can be within a range.
 - Age (**HEAVILY ADVISED**)
 - This can be exact, vague, within a range, or left up to interpretation.
 - Weight
 - This is only relevant if your character's weight is something noteworthy.
 - Special features
 - These can include things like horns, claws, fur, etc.
 - If your character is a non-humanoid most of your visual descriptions would fall under "special features".
 - Additional Information regarding your physique goes here.

[3] Attire

- Attire (if they have any). Whatever clothes, armor, jewelry, etc. that covers or is around your character's body.
 - The player is free to describe their attire exactly or roughly.

[4] Homeworld

- Roughly describe the world your character exists in. Feel free to describe a town, city, state, country, world, galaxy, universe, etc. Provide what you believe is necessary to give basic context to your character.

[5] More Information

- Any additional information about your character goes here. This includes unique quirks, habits, tics, smells, auras, etc.

[6] Character Image

- A character image is required for both your player card and your reddit flair. Ideally these two are the same picture, but you are allowed different pictures if it is **easy** to identify that both pictures are of the same character.
 - Your image must be, at the bare minimum, 200x300 resolution.
 - You may be allowed to change cards/flairs mid-game. Talk to your GM about this if it is something you want to do. Include any and all pictures you hope to use here.
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Private Profile (Character & Universe)

[7] Rough Background

- A quick, generalized overview of your character's background. A generalized description of what kind of life they've led and what kind of situations they've been in.

[8] Important Moments (optional, but advised)

- Whether they're included in your backstory or not, jot down a summary of the important moments in your character's life that give context to their decisions and actions.

[9] Character Relationships (optional, but advised)

- Go into detail about any important relationships your character has.
 - These can be family, friends, lovers, rivals, enemies, etc.

[10] Motives

- What drives your character? What motivates them to accomplish their goals?
 - Motives don't need to be grand, but your character must have them nonetheless.

[11] Likes

- What does your character like? Feel free to list as many as you want.
 - Try to list at least 3 things and don't be afraid to list more.

[12] Dislikes

- What does your character dislike? Feel free to list as many as you want.
 - Try to list at least 3 things and don't be afraid to list more.

[13] Misc. Character Info (optional)

- Any information about your character that you did not get the chance to share, but would like to, can go here..

[14] Homeworld

- Describe your character's world or universe in greater detail. Feel free to expand on a town, city, state, country, world, galaxy, universe, etc. Whatever you feel is necessary to expand upon. Don't hesitate to get creative.
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Private Profile (Backstory)

[15] Backstory

- This is where you get a chance to write your “backstory.” Include anything and everything that you want.
 - Your backstory should be a minimum of 1 page and no more than 15.
 - It is **heavily** suggested that you keep your backstory between 3 and 5 pages.
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Private Profile (Roleplay & Game)

[16] Right Before

- What was your character doing right before being dragged into the House of Fun?
 - You can be specific or generalize.
 - This can be anything from one sentence to a full on side story.

[17] Unique Weapons

- What weapons does your character have?
 - These can include techniques, skills, abilities, magic, literal weapons, etc.
 - There is a sweet spot between being not descriptive enough and too descriptive.
 - If you do create weapons for your character please do not create more than 5-10.
 - These weapons may or may not be used literally in the game and are more likely to be referenced when coming up with items to find & how your character fights.

[18] Unique Equipment

- What kind of equipment does your character have?
 - These can include special clothes, armors, trinkets, jewelry, etc.
 - Ideally only list equipment here if it *does* something.

- If the equipment is something that is just visually described on your character card or explained in common room don't bother writing it here.

[19] Unique Abilities

- What kind of abilities does your character possess?
 - These can include everything from skills to magical abilities.
 - Abilities listed here should be treated as “utility”. For instance, a “fireball” should be listed under unique weapons.

[20] Unique Roleplay

- Are there any unique roleplaying quirks that are important for the GM to know so that they can write your character better in night PMs?
 - This can include nuanced speech, habits and patterns, actions they typically take in specific circumstances, etc.

[21] Additional Info

- Any information that isn't listed above that you believe is pertinent to your character being understood and written well by the GM should be put here.
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Miscellaneous

[22] Character Plans & Hopes

- Include some of your plans for your character, the game, etc. as well as hopes you have for your character's progression and story.
 - These plans are not a rigid roadmap you must follow. The important thing is that you've thought about your character's potential and are going in with at least some ideas. Deviating from these ideas due to in-game circumstances is okay and expected. Within reason, of course!
 - Character and game hopes can be vague and as short as “I want to have fun!”

[23] Character Zone

- Describe a zone that will belong to your character.
 - Your character zone cannot be *too* descriptive. Every player will need to read every other player's character zone and thus each one must be at most 3-8 sentences, ideally.
 - You need to run this by the GM as you're designing your zone. Some things will work and other things will not.
 - The zone itself is not gigantic, so do keep that in mind. It will likely be between 100m and 1000m across.
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Patron Information

[24] Patron

- The name of the character that will be your character's Patron.
 - Full name as well as the name of the person controlling the Patron is advised!

[25] Patron Reward

- What reward will your character receive from their Patron for participating in the game and completing their character specific objectives?
 - The rewards can vary greatly. Rewards that are more difficult to grant in lore may have objectives in higher quantity and difficulty.
 - Wishes can vary from riches, power, and more. Don't hesitate to ask if something is okay or is not.
 - Character Specific Objectives *should* be accomplishable. Difficulty is hopefully tied to time investment to complete rather than chance.
 - Players come up with their Patron reward with their Patron and the GM.

[26] Character Specific Objectives

- What in-game objectives will be assigned to your character in order to receive the reward from their Patron?
 - Up to 3 objectives can be given to a player with the difficulty of each one depending on the reward desired.
 - The objectives themselves may vary greatly in purpose and execution. Unlike victory condition related objectives, these may incorporate purely RP functions such as common room interactions, private messages, and night action instructions. That isn't to say that mechanics related Character Specific Objectives cannot exist nor be intertwined with RP ones.
 - Players come up with their Character Specific Objectives with their Patron and the GM.
 - Try to come up with objectives that sound fun to do, are relevant to your character or their hoped for reward, and perhaps even your Patron.

[27] Desired Patron-Character Relationship

- What kind of relationship do you want your character to have with your Patron?
 - Your character's relationship to their Patron can vary a gigantic amount. Every single Patron recruits the players into the game and the method of that is determined by the player and their Patron. Their relationship may be anything from amicable to hostile and your involvement with them can range from very little to a lot.
 - Determine what role you would like your Patron to play in the story of your character and try to work something out. Creating mini (or not so mini) plotlines that involve them is likely fine for most Patrons. Feel free to explore story ideas, additional motives, etc.
 - The Patron may keep many details a secret and only allude to basic information if they think it is best to do so. That said, if you *really* want to know everything they have planned you can ask them about it. If they refuse, or insist that it is best to not know, you can ask the GM for their opinion on the matter.
 - The level of activity between a player and their Patron can be whatever the player wants, so long as the Patron is capable of following up. It can involve one or two common room posts a day or dive into full blown PM dialogues and adventures. The sky (and people's free time) is the limit!

[28] Day 0 PM Details

- What kind of Day 0 PM do you want? Are there any specifics you want to happen?
 - Your Day 0 PM is a lot more customizable with the Patron system. You basically get to work with your Patron to come up with the story that involves your character's recruitment into the game.
 - If you'd rather be surprised you can give your Patron and the GM minimal details regarding your desired Day 0 PM, but feel free to give plenty of details and ask them to do what they want with them and leave it a surprise as well.
 - The Day 0 PM is meant to pull your character into the story exactly how you want it to. If you want to assist in making it as much as possible you may talk to your Patron and the GM about having the entire script ran by you as well as personally write dialogue, environments, certain scenes, etc.
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Weapons

[29] Weapon Creation

- You will be creating 4 weapons for your character. They must be something your character can use offensively in a battle and fit your character thematically.
- You do not need to worry about the power of your weapons in relation to other players and their weapons -- the game itself will balance out each player's strength.
- Your lowest tier weapon, and weakest one, should be your least significant one as well. Conversely, your highest tier weapon, and strongest one, should be akin to your "special move".
- You will get one random weapon charge each day, including on the first day. This means some of your weapons might never be used, and others could be used more than once. Weapon charges get preserved if you don't attack/defend/assist that night.
- You do not get to design in-game mechanical effects for your weapons. Each weapon tier has a preset ATK value:
 - **Tier 1 Weapon** - 10 ATK
 - **Tier 2 Weapon** - 8 ATK
 - **Tier 3 Weapon** - 7 ATK
 - **Tier 4 Weapon** - 6 ATK
 - **Tier 5 Weapon** - 5 ATK

What you need to do

- Come up with the ideas for each of your weapons and then run them by the GM. You need to tell the GM:
 - The weapon's name.
 - A rough weapon description so that the GM understands how it works and what it looks like.
 - What tier the weapon is.
- Once the GM approves it you need to create your weapons properly. Use the format below and fill in the blanks. Each weapon needs a 1-4 sentence description that clearly depicts what it does, how it is used, the effects of it, etc.

Name:

Tier:

Description:

Traits

[Character Traits \(Click Here\)](#) — BALANCING STILL WIP

Note: The traits list is still being expanded upon. You'll be notified once it's finalized.

[30] Trait Selection

- Players get to pick traits for their characters from a traits list.
- Traits give players special tools and potentially increased stats to help them ingame.
- Players are expected to write their traits into their character.
 - Traits are typically not “magical additions” without explanation, but instead planned for abilities that tie into your character thematically. Ask your GM how traits will be handled in any given game.

What you need to do

- Pick a handful of traits that both sound fun and ideally match your character well. Run these by the GM and provide a basic explanation for how they tie into your character.

- Assuming traits are tied into RP, it is **very** important to note that you should not pick traits because they seem strong and that preserving character integrity is your number one focus.
- In addition to coming up with an explanation for each trait you are responsible for coming up with a new, personalized name for it that fits your character thematically.
- Once the GM approves your choice of traits you need to actually create them. Use the format below and fill in the blanks.

Original Trait Name:

Cost:

Character Trait Name:

Trait Explanation:
