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 grow to love. Characters that people find difficult to roleplay or boring to play are almost always the ones that were made at the last second!*

Game Info

Remember, a full setting has already been provided for you. Feel free to ask for advice from Terp about anything regarding your backstory or your hometown. Beyond that, recall that your character signed up to fight in this death game.

Character Guidelines

- **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.
- **Your character should have something they care deeply about.** For example, who would they want to protect? What do they want to achieve? It doesn't have to be anything grand, it could be themselves, but still.

Character Creation Form

Public Profile (Player Card)

[1] Name: *If you provide multiple names be sure to specify which one is your public name.*
Victoria Vogel (Public Name)
Vivo (Nickname)

[2] Physique:
A 25 year old female vampire of small stature, at 5'5"/165cm and 99lbs/45kg. Victoria has long, straight hair that's as black as the night sky, contrasting with her emerald green eyes that could light up a room and nearly porcelain white skin from years of hiding from sunlight.

[3] Attire:
Her formal style consists of a shoulderless, royal blue dress that reaches her knees, coupled with black nylon tights and white pumps. On more casual days, she wears random band shirts, faded denim shorts, and black Converse. Regardless of the outfit, Victoria is always seen with a golden ankh bracelet and light makeup to conceal how pale she actually is.

[4] Hometown:
Nestled away in the small town of Long Island, New York. A place too mundane to bear but not so far off New York City, Victoria spent most of her days in the big city but would always have to return to a calm, suburban neighborhood.

[5] More Info:
A vampire tired of hiding from the sunlight, desperate to find the rumored underground haven of the Paradise faction. Worked as a scientist, convinced that she could simply make magic with enough research. Instead, resorted to collecting aurum artifacts (through illegal means) to help her locate the underground world.

[6] Character Image:

Private Profile (Character)

[7] Rough Background:
An educated woman in the field of biology and general sciences with a thirst for the fun life in the big city. With not much to do at home outside of reading and listening to records, she spent a lot of time hanging out in New York City. Enamored by how the city was essentially a playground of all the technology emerging in the 1980s, Victoria was deep in the electronics scene. She had plenty of connections that could help her get the latest tech, amongst other things. Victoria was not born a vampire, but after certain circumstances, she gradually becomes more vampiric over the years.

[8] Important Moments:
While club hopping in New York City at 21, a male vampire pulled her off the streets into an alley. He bit into her neck for only a second before being spotted by police on patrol. The police immediately opened fire on the vampire, causing him to turn his attention to them, dropping Victoria and letting her escape without her fully turning.

[9] Character Relationships:
Comfortable with talking to her mother, has confided in her that she's slowly turning into a full vampire. Victoria got most of her interest in the scientific world from her mother, who is wildlife biologist.

Hides her secret from her father, an ill-tempered stockbroker who would sooner disown his daughter than accept her as a vampire.

Victoria is also good friends with a girl that she met during her university years. A caring medical student named Zoe, who has an interest in the Paradise faction's beliefs.

[10] Motives:
Victoria wants to gather enough magic to help her locate and teleport to the underground Paradise. She gradually becomes more vampiric, and it's making life painful even to live during the day. She's hoping to gather enough aurum during the game to teleport out of the game so she can never have to worry about the sunlight ever again. If she wins the game, she'll still attempt to collect aurum, but she isn't confident and would rather bet on teleporting out of the game as an escape.

[11] Likes:
1.)All the latest technology.
2.)Strange subgenres of rock music.
3.)Visiting random stores and high-end boutiques.
4.)Golden retrievers
5.)Reading about different languages.

[12] Dislikes: *Minimum of 3 dislikes.*
1.)Spiders
2.)Isolation
3.)War
4.)Politics in general

[13] Additional Character Information:

Victoria was originally outgoing and happy-go-lucky, but after the incident with the vampire, she is pretty gloomy. In front of strangers, she puts on a façade to prevent anyone from asking if anything is wrong with her.

Private Profile (Backstory)

[14] Backstory:

After narrowly escaping an encounter with a vampire while in New York City, Victoria was left gradually turning into a vampire. She was bitten for just a second, it wasn't enough to fully convert her on the spot. The vampire who assaulted her was distracted by police officers who shot at him, forcing her to run in the opposite direction of the scene and to her nearby university. Victoria was feeling ill from the loss of blood and limped around her campus in search of her friend Zoe, a medical field student, who lived on campus. She eventually found her and told her about the situation, asking Zoe to drive her to the nearest hospital because she was still woozy after the attack.

Zoe rejected Victoria's plea for help, suggesting that if she was bitten by a vampire, she'd be treated poorly at the hospital and eventually quarantined to ensure she wasn't dangerous. Instead, Zoe offered to treat Victoria's bite wounds and let her hide in the dorm room while she heals and potentially turns into a vampire. Victoria phoned her parents and let them know she would be staying with a friend, but never mentioned that events that went down that night. After a few days, Victoria showed no signs of turning into a vampire, except for a slight aversion to sunlight. While watching out a window, the sunlight slightly stung Victoria, despite it being the middle of fall and the sun not being very intense. However, she had no thirst for blood, and could still go outside during the daytime, albeit with minor discomfort. They concluded that she didn't fully turn into a vampire, and Zoe agreed to monitor Victoria and help her out using all of the medical knowledge at her disposable, along with any supplies she could swipe from her courses. With nearly a week away from home, Victoria decided it's best to return back home. She told her parents that she was sorry for not coming back sooner and they were none the wiser that their daughter was not the same.

Victoria continued to live a relatively normal few months, hardly inconvenienced by the sun and graduating with a bachelor's in science within the same semester. But as the months went by, she noticed the sunlight stinging a little more and within another year her appetite for normal food began to wane. It was becoming apparent that she would become a full vampire eventually, and chose to keep it a secret while she continued to live life.

Fast forward to her 24th birthday, Victoria can't go outside during the day without an umbrella, lest her skin start to singe. She knows she'll be a full vampire soon, and spends some of her free time researching about the underground Paradise her friend Zoe mentioned would be a safe place for her to hide as a vampire. Through her research, Victoria suspects she can make it to the Paradise if she gathers enough magical items, she can harness their energy to teleport there. However, she often times resorts to stealing aurum or trading them through the underground tech scene. After getting caught stealing rare aurum from some high ranking people, Victoria is arrested and sent to prison, securing her spot in the game and making it a race against the clock for her to escape to Paradise before she fully becomes turns into a vampire.

[15] Weapons (OPTIONAL)

Tier 1 Weapon (10 ATK)
Name: Elysium Chain Dagger
Tier: 1
Description: The bracelet Victoria wears unravels into a dagger in the shape of an ankh on a chain. Both the ankh and the necklace chain are barbed, letting Victoria cut into her own hands if she grips the chain tightly, and absorbing any blood directly through her lashes. The ankh blade drinks the blood of whoever she cuts, and any blood she absorbs through the weapon reverts some of her vampirism. However, it's light and can't be used to do much outside of slashing.

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:

[16] Traits

You can find a list of traits here. Remember, you have 10 points to spend.

Trait #1

Original Trait Name: Hydrated
Cost: 3
Character Trait Name: Bleedqual
Trait Explanation: Gain 1 ATK for every 5 HP you have at the start of an engagement.
There is no rounding. At 24 HP you will have +4 attack.

Trait #2 (optional)
Original Trait Name: Don't Cry Over Spilled Blood
Cost: 3
Character Trait Name: Midnight Snack
Trait Explanation: At the end of each night, heal 1 HP for each player who engaged as combat in the room as primary attacker or defender minus 4.
You can be damaged by this. You are counted as one of the players for this calculation. As an example, if player X fights Y, then Y fights Z, and there are no other fights, you will take 1 damage.

Trait #3 (optional)
Original Trait Name: Equalizer
Cost: 2
Character Trait Name: Suckerpunch
Trait Explanation: Gain 1 HP and 1 ATK if you have either the lowest HP or ATK in the room.
The effect is based on values at the start of the room after items and traits are used. Changes in stats during combat will not affect whether equalizer activates or not.

Trait #4 (optional)
Original Trait Name: Bloodletter
Cost: 2
Character Trait Name: Juice Pouch
Trait Explanation: This heals you for 2 HP when you backstab another player. The heal takes effect at the beginning of the fight, so it effectively increases your effective HP in that fight by 2.

Trait #5 (optional)
Original Trait Name:
Cost:
Character Trait Name:
Trait Explanation:

Trait #6 (optional)
Original Trait Name:
Cost:
Character Trait Name:
Trait Explanation:

[17] Race: Vampire

Public Profile (Character Card)

[1] Name

- Your character requires a name. You are able to hide your real name, opting instead to publicly be known under 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 or centimeters.
    - Character height can be within a range.
  - Race **(REQUIRED)**
    - For some races, such as Lycanthropes or Magicians, one can lie about their race and claim to be human.
  - Age
    - 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] Hometown

- Describe where your character comes from. That said, this can either be where they grew up, or it can be where they were when arrested.

[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.

Private Profile (Character)

[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. Also their race.

[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? What would they fight to protect? What would they fight to gain?
  - 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] Additional Character Information (optional)

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

Private Profile (Backstory)

[14] 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 half a page. There is no maximum.
  - Your backstory ideally is between 1 and 5 pages.

[15] Weapons (optional)

- Many people like to add custom weapons for their character for roleplay purposes during Night PMs, and to flesh out how their character fights in general. However, this is not necessary in this game.
  - If you do not fill these out, you can still describe what weapons your character would look for/how they would fight during the night phase in your nightly roleplay instructions.
  - If you don't do that, Terp may arm you as he sees fit depending on your character, the room they entered, and their used weapon tier. For example, using a tier 2 weapon, you might wind up using a revolver.

[16] Traits

- Spend 10 points on traits to customize how your character plays, giving them stats and abilities. Try to pick traits that would fit your character, not just what looks good from a game perspective.

[17] Race

- In this game a player's race can be helpful to determine their backstory, and will likely have an impact on their roleplaying. Beyond that, each race has different abilities, so it's mechanically important as well.