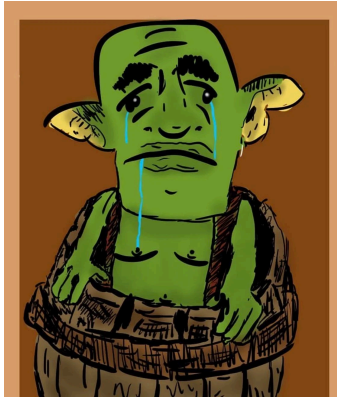


Character Creation

*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!*



Character Creation Form

Copy+paste the form below into your own google document. Delete all the text in italics before writing your responses. You will submit this filled out document for your character creation. Every section is explained below.

CTRL+F “[#]” is your friend!

Public Profile (Player Card)

[1] Name: Enzo Ortiz

[2] Physique: Enzo is a somewhat skinny, 4’7” (140cm) goblin. Typical to a goblin, his head is rather oversized compared to his body, and his large, pointed ears swoop far to the sides of his head. He has no hair on his head, including eyebrows, and he has bright, red eyes.

[3] Attire: Enzo wears a plain, white t-shirt under a long, beige jacket that he keeps open at all times. Over his red leather pants are brown leather chaps, rolled up at the ends as they are too long for him. Tying his outfit together and keeping his pants up is a large leather belt.

[4] Hometown: Enzo is from Las Vegas, Nevada, the grand oasis of the Mojave Desert. Famed for its wealth, Vegas is a city where the constant sparkle of lights and luxury can make one forget the concept of excess.

[5] More Info: Enzo is always carrying an old-timey six shooter on his belt. Also, it’s very likely that Enzo is the luckiest person you’ve ever met, though who knows how long his luck will last...



[6] Character Image:

Cold af

Private Profile (Character)

[7] Rough Background: Enzo was born on January 1st, 1963 in some shitty gobbo city in California. Though some can be said to be born under a lucky star, Enzo was born under something like a lucky supernova. He's always been extremely lucky, and somewhere along the way, his immense luck led him to believe that he was favored by some sort of higher power which he likes to broadly refer to as Fate. Though embarrassing to admit, he's long loved comic books, and his view of how he should use his almost supernatural luck has been heavily shaped by superhero stories. Two years ago, he moved to Las Vegas at the age of 19. He wanted to get on the show but he's not a criminal, so he chose to take the blame for an attempted robbery committed by an old gobbo friend of his because he figured that if he went to jail, he would be lucky enough to ~~get chosen for the show~~ have it turn out well for him (i think having him specifically want to get in the show is TOO lucky maybe). His excuse is that he did it to give his friend a chance to straighten his life out.

[8] Important Moments: *Optional, but highly advised.*

[9] Character Relationships: *Optional, but highly advised.*

[10] Motives: Though he wants to do good, influenced by comic books, he's never had an inciting moment that's made him really confront this feeling and dedicate his life to it or anything. A large part of the appeal is that he also wants to be famous. Only 21, he's still young and pursues fun, though he tries not to do it at the expense of others.

[11] Likes: Having fun!!, feeling like he did the right thing, material wealth and goods, superheroes, compliments, being famous, himself, spanish food (i only know paella), making people somewhat uncomfortable by being overly friendly (it's funny)

[12] Dislikes: boring stuff, vegetables, dickheads, racism(?), dwarves (they are dickheads)

[13] Additional Character Information: He has a [Colt Python](#), a .357 Magnum caliber revolver, but no ammo because terp said i wasn't allowed to have any. I'll probably get some at night lol. I don't know that much about guns so if I get something wrong pretend I didn't. I know in his image he doesn't have a revolver but pretend it's a revolver. He also carries around one of those [binder rings](#) with a bunch of hole-punched, unused scratch off tickets on it. I don't know if they had those in the 80s but IDK, just something like that. He carries it in a pocket on the inside of his jacket.

Private Profile (Backstory)

[14] Backstory: ill write it soon trust

[15] Weapons (OPTIONAL)

Higher ticket means more lucky shots and more unlucky stuff happens to the opponent. If the weapon tier is high, you can have lower tier unlucky things happen to them as well. Ex: using t1, lightning strikes them and they slip on a banana peel. Anything can happen just be creative!!!

Tier 1 Weapon (10 ATK)

Name: \$10,000 Ticket

Tier: 1

Description: Enzo wins the grand prize of \$10,000 from a scratch-off ticket. He's so lucky that his aim is seemingly perfect and he can score serious damage when he's not really aiming or even seeing the opponent. Extremely unlikely, very dangerous stuff happens to the opponent. Examples: getting struck by lightning, getting shot at in a cloud of dust or smoke, idk just super unlucky bad news stuff

Tier 2 Weapon (8 ATK)

Name: \$2,000 Ticket

Tier: 2

Description: Enzo wins \$2,000 from a scratch-off ticket. His aim is supplemented enough by his good luck that he's pretty dangerous, able to land some good shots even when he can't see the opponent. Potentially dangerous or momentarily incapacitating stuff happens to the opponent. Examples: Debris/rocks flying at them, stray animal dives at them, stepping on something sharp, hornets/wasps attack them, falling off something, random shit falls on them

Tier 3 Weapon (6 ATK)

Name: \$800 Ticket

Tier: 3

Description: Enzo wins \$800 from a scratch-off ticket. His aim sucks, but his luck can allow him to do a bit more damage. Can land a shot or two on an extremity probably. Annoying stuff happens to the opponent. Examples: Slipping on a banana peel or puddle or something, cramps, stomachache, stepping on something gross like a dead animal or poop or something,

Tier 4 Weapon (5 ATK)

Name: \$100 Ticket

Tier: 4

Description: Enzo wins \$100 from a scratch-off ticket. His aim still sucks, and though his luck allows him to graze the opponent somewhat, it's not amazing. Every so often, a random thing inconveniences the opponent. Examples: Bug bites, sand in the eyes, itchy nose, dead leaves or branch blows in face, jammed finger

<https://www.buzzfeed.com/jamiejones/naturally-unlucky-problems> look at this fucking useless article i found when i was looking for ideas. I cant believe this motherfucker JAMIE JONES was cleared by buzzfeed dot com to write and publish this list. Absolutely worthless media. Dont bother reading because it doesnt apply to death games

[16] Traits

You can find a list of traits [here](#). Remember, you have 10 points to spend.

Trait #1

Original Trait Name: The Strip

Cost: 10

Character Trait Name: Fate's Blessing

Trait Explanation: He is a lucky guy

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:

[17] Race:

[illegible][illegible]

SHIT!! WRONG GOBLIN

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.

You don't have to read this. It's just me complaining about how writing is hard.

My past several characters I've had lots of difficulty coming up with and fleshing out into real, playable characters with personalities. I think it started with Mendas, or TWR, who I didn't play as well as I wanted to and had lots of trouble making. An honorable mention is Wulfgaet of OHMSS, which I had a lot of fun making and subsequently shit the bed with ingame once I got off track of how I wanted to play him. LOL. Otherwise, I did pretty satisfactorily with Walken in HDWY, which was after TWR, but even then making a character was a very difficult and rather forced process. Luckily, I was able to somewhat grow into Walken as the game progressed, but I think Vassago in TBAS was my worst case of this issue. I might have fighting game or battle shounen brainrot or something, because all I thought about while writing that character was how he would fight, which is obviously not the main focus of HOF. As a result, I had a very, very poor understanding of how I wanted to roleplay as him, which then caused me to play him poorly... or perhaps not play him would be more apt, as I hardly sent any messages at all because thinking about what to send would take so much time and energy. I don't think I have burnout or anything because the break I had between TBAS and HDWY was pretty long, and it's not like I don't feel like writing a good character. I'm just frustrated because it's not coming to me. Back then, I had a natural, almost tangible sense for how I wanted my characters to act and what I wanted them to do. When I was writing Doc, I would pretend I was loading batteries in an imaginary laser gun, and I would say something

Doc-like under my breath as I imagined what he would do in a clear flow of information. Now it seems that flow has stopped, and writing has become much more difficult, to say the least. I don't know, I really hope that flow comes back soon because it made writing and imagining characters very fun. I don't have any particular reasoning for writing this, but I felt like I might gain some sort of therapy in doing so. Maybe I should invest in a diary?

Note a few days later: I think I'm writing better now. I just needed to get into the swing of it again. I plan on making gobby a simple guy that i can roleplay easily and effectively.

Update: I like Enzo :) this is being written on ingame day 3 right now and it's fucking killing me because it's so hard to write lol. I'm really going out of my comfort zone right now which is fun and I like how Enzo is heading but it literally takes like an hour to write the breakdown posts lmao. I don't know how to write this stuff naturally so I'm constantly thinking of what he would think and say and choosing what would likely be the most natural which is really hard because Enzo is the most lawful good guy I've ever written lol. Right now I pretty much only respond at like 2am every day which means I'm slow as hell to respond which makes me feel bad but I really just can't write something this different when I'm distracted by other stuff. Sorry anyone reading in the future that I ghosted for 20 hours at a time... Aka shad