

The Last Earth

Character Creation Guide

*Character creation takes time. It is **highly** advised that you start brainstorming your character early on. 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

The Last Earth Specifics

- Every Earth is named Earth.
- Every Earth is **exactly** the same age (~4.5 billion years old) and all your characters are transported to the game at 9:00 AM EDT on November 3rd, 2023, relative to Earth's age by modern calendars.
- Every Earth is in the same physical location within the universe (our cozy Milky Way).
- The continental structure is the same, barring in-universe terraforming.
- The current era of civilization is "relatively" new (less than 100,000 years old).
- Earth has one moon, barring some cataclysmic event caused by civilization.
- Your character should utilize their own custom Earth to their advantage. They should be an embodiment and personification of whatever Earth they hail from!
- It is advised that your Earth shares at least some similarities with the real world Earth so that you and other characters have things in common to discuss.

Information about the Multiverse

- **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 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

- **Character backstories explicitly set in the worlds of other games are not allowed.** This game is set in a completely separate multiverse than any other previous House of Fun game, and is not part of any continuity. Characters hailing from previous games have no place here.
- **Your character must be limited in terms of powers and abilities.** Your character can still use magic or be powerful relative to a normal human being, but you cannot play a crazy powerful god that can destroy a planet in one quick snap of their fingers. Being able to demolish a small house with magic is fine, destroying a whole city is not. Use your judgment and tell me your ideas sooner rather than later so they can be given the green light.
- **Your character does not need to have a lot of depth to their story and background.** But it certainly helps and makes the game more fun. Just don't go crazy.
- **Your character must be either humanoid or at least be easy to communicate with.** To improve everyone's experience, please limit yourself to characters that don't create incomprehensibly alien situations. The intent of the game is communication between players.
- **Joke characters are 'allowed'.** But they must be taken seriously to some degree so as not to affect the enjoyment of others playing the game more seriously than you.
- **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. Always stay in character.

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 just 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 have some ability to react to the events around them.** This is not a story-based game, but roleplaying with other characters is one of the focuses. Characters that have difficulty in reacting to events and others may be less fun for you and other players.

- **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 at least a few hours 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.
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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: *Mr DAD*

[2] Physique: *A middle aged man with graying hair caused by the amount of stress and responsibility forced on to him every day. Standing at around 5'11" DAD can pretty much always been seen with a big smile on his face.*

[3] Attire: *DAD is equipped with a white dress shirt and a black suit, he is commonly know to swap ties around to provide a bit of pizzazz to any situation.*

[4] Homeworld: *A Utopian Earth that was able to unite on a common front and promote the betterment of mankind. Wars have been stopped and medicine has been improved to a point where death of natural causes is unheard of. With the increasing rates of overpopulation, most of civilization enjoys their time hooked up 24/7 into a digital landscape where they can experience and enjoy what ever they like.*

[5] More Info.: *After fatherless Tok Tik behavior has reached its breaking point, society decided as a collective to uniting behind the Global DAD program. This global governing body enforces/creates all regulation and is comprised of Mr. DAD and his organization of helpers. The DAD program also oversees all activity non digital activity.*

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

Private Profile (Character & Universe)

[7] Rough Background: *Mr. DAD was raised by the Global DAD program in order to replace/retire the current DAD after his use was fulfilled. In order to act as the 2nd DAD he underwent strict training and education to be able to govern his Earth. After being instated as the Global DAD he has been preforming his duties admirably for the past decade. Though the*

mental strain of having to interact with Billions of digital people on a personal level is starting to break him down he still strives to do his best and be there for every citizen of Earth when needed.

[8] Important Moments:

- *Kid Z23B hit his first home run*
- *Grill outs with his friends Man B311N and Man FR3Y*
- *Destruction of the game Overwatch*
- *Destruction of Tok Tik*
- *Replacing Mr DAD 22*
- *Was recently told that he was going to get replaced by DAD 24 after a decade of service. He went out to get a pack of cigs and milk (After purchasing these he got teleported to the HoF prosit games thing)*

[9] Character Relationships:

- *Handler – professional working relationship – Huge assistant when doing work (now the relationship is poor relationships now that work has ended)*
- *Man B311N and Man FR3Y – Some of the people who were fun to hang out with at bar events*
- *DAD 22 – work predecessor*
- *Women gr324TA – first person he had to put down*
- *Kid Z23B – One of the first youth he interacted with on the job*

[10] Motives:

- *Act like a good DAD to all*
- *Enjoy what time he has left*
- *Figure out if his world is still worth fighting for*

[11] Homeworld:

A Utopian Earth that was able to unite on a common front and promote the betterment of mankind. Technology has progressed at a staggering rate as soon as resources have been allocated towards it. With all war being unthinkable and medical advancements halting all natural causes of death Earth has gone through a mass overpopulation crisis. Most people live plugged into a digital civilization as colonization is attempted on far off planets. A lucky selected few are allowed to unplug and enjoy the natural world. This time of peace and advancement was brought through in part by the Global DAD project. The nations of the world rallied behind one man (who is supported by a giant organization that put him in power).

Private Profile (Backstory)

[12] Backstory: *Minimum of 0.5 page, maximum of 15 pages. 2-5 pages **heavily** advised.*

A note to the reader: This earth follows most of the same general timeline/events as your earth however technology has progressed slightly faster due to a mixture of luck and plot relevance.

*To fully understand DAD 2, it's important to understand the organization that placed him in power. Circa 1800 China released a digital plague upon the world: Tok Tik. This free digital application caused widespread brain rot and fatherless behavior to run rampant. As China was raking in Bajillions of Petabytes of user data, the general populace's mental functionalities were being to rival that of a sea-slug. To combat this, a secret organization proposed the Global DAD program to be put into affect. The program would provide those suffering from Tok Tik a DAD to lead them in the right direction of morality and curiosity, and those who rejected this offer of self improvement would be provided a different type of DAD: **Death And Destruction**. After gaining enough backers from countries and global leaders the Global DAD program rolled out in full force. Many youths were saved after being supplied a DAD figure while several individuals and countries apposed this plan and were met with the 2nd type of DAD. After a short global war, the Global DAD program reigned supreme and united all of the remnants of humanity towards a common goal. All Wars were stopped and medical advancements rapidly improved to a point where death was practically unheard of. As time progressed the amount of people on the planet grew exponentially to a point where Earth was not able to fully support everyone. To solve this, most of the population entered a virtual version of their world where they can experience what ever they can possibly imagine.*

With people living inside a simulation, it became possible to condense the hundreds of DADs in the global DAD program into one that could interact with all of humanity. DAD 1 was to act as the guiding figure in the lives of all people. Interacting with billions of people on a daily basis ended up being extremely taxing on a normal human brain, and at one point DAD 1 hit a breaking point and expired prematurely. The organization supporting from behind the scenes quickly replaced DAD 1 with DAD 2 and eventually DAD 3,4,5.... Each one would last longer than the last with the support of technology and medicine. DAD 22 was my predecessor, he was able to last a full 7 years before the Global DAD program cycled him out with me! As the 23rd DAD of humanity I promised to do my best and be the guiding light that would push humanity to even further greatness.

Quick aside to my birth/creation(?), I was born in a lab along side hundreds of other potential DAD candidates. I don't like to dwell on this part of my past but long story short they provided lots of testing/education/enhancements to make us the ideal candidates for the position of DAD. I'm not sure what happened to 99% other candidates.

I was not expecting the transitions between DADs to go the way it did. When being integrated I was able to meet DAD 22 for a few minutes, while his physical form looked fine I could tell that his mental was almost completely shattered. Our agent informed him that his final assignment was to go pick up something from the store for himself. After getting plugged in to the digital world and introducing myself to bajillions of people, I never saw DAD 22 again.

The days of work flew by in the blink of an eye, I was constantly juggling birthday parties, grill outs, speeches, and millions of special events. Mentally I quickly became constantly exhausted from this work. I can't even begin to fathom how the first DADs performed these tasks with out the enhancements our handlers performed on us.

The best parts of the job were overseeing the people who left the simulation for rare program permitted outings. In person events were such a joy to lead/mentor for. Though not every external event was joyful. It was my duty to fulfill the wishes of people who requested early termination. I can still recall the first lady who wanted to go out with a bang. While it is painful to see a member of society go, it is my duty to uphold their wishes.

10 years of dedicated work later my handler let me know that DAD 24 was fully prepared to take my place. Like with DAD 22 I was able to exchange a few words of encouragement and guidance, but it seemed like this new DAD was on a whole other level, or perhaps I have simply been grounded down after my years of service. I was ushered away from 24 and sent to the dad store where I could pick up a few final items and live the rest of my life out in peace... The store only had milk and cigs. Welp, I was never a picky man and I wasn't in this for the money so I got a pack of the candy cigs and 4.5% milk and headed out the door where I was greeted by my old handler and a miniature army with a whole load of weapons pointed at me.

"23, enjoy your final treat while you can. Your use has been expended and once you finish you will be disposed of."

Observing the situation, DAD 23 let out a small sigh. Taking a swig of the milk and placing the candy cig in his mouth, 23 took a seat and began to enjoy his final moments...

[THE LAST EARTH TELEPORT THING OCCURS HERE]

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 Earth your character lives on. 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.
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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] 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)

[12] 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 0.5 pages and no more than 15.
 - 🍌 It is **heavily** suggested that you keep your backstory between 2 and 5 pages.