# Character Creation Guidelines

This short handbook will guide you through character creation process.

This can be done once you follow the following steps:

1. Choose a Name
2. Choose an Occupation (For RolePlay purpose only)
3. Set Health and Sanity to 10.
4. Distribute Trait points
5. Write the character’s backstory
6. Write the relation of the character to the house

## Occupations

### Computer Nerd

The computer nerd is an expert in pop culture, hidden references, literally every single superhero comic and movie, and is very into video games, tabletop RPGs and miniatures for wargames that hold for over 10 hours/battle. While not the best-looking chap, the computer nerds comes in handy when it comes to operating any computer or device, or figuring out information in regards to anything that has to do with gadgets or puzzles.

### Priest

When it comes to a commonly known enemy, there’s the army. When it comes to fighting the unknown and evil, then there’s the Priest. A devout, believer of God, bringer of hope and the only one who can fight pure evil face to face. Priests are weak physically by nature, but they are the strongest spiritually. Even though they don’t quite understand the unknown, they sure can put up a fight against it.

### Law Enforcer

A law enforcer’s job is to bring people to justice. Ranging from a simple prank call and noise complaint to a robbery, arson or attempted murder, the law enforcers must demonstrate penultimate bravery and face the bad guys against all costs. This is what they have been training for their whole lives. Justice shall be done!

### Academic

The academic is the highest-level scholar there is. Usually buried in books and swamped with supervision of student thesis, the academic must maintain a healthy workload between teaching and research. Academics have penultimate knowledge regarding their specific field and generally are always prepared when it comes to common knowledge, due to their high education level of MSc or PhD level. When it comes to solving a problem, the academic can easily break it down to chunks and show you a solution you never thought about and probably never will understand.

### Journalist

If curiosity had a job, that would probably be a journalist. A journalist will passionately chase down a good story if it means it will give him power, fame or just the thrill of getting a lot of people reading your story and getting them high-quality news pieces, becoming their only trusted source of information! So, where’s the next big scoop?

### Athlete

Athletes focus the entirety of their life into training, constant practice, becoming better than their past selves and their whole effort goes into transforming their bodies to withstand pain, adapt in any environment, push themselves to the limit and win. All this effort and dedication to maintaining a healthy body is what they live for.

### Medic

Saving lives is their forte. If they fail, then the subject must go to the Priest. If they do succeed though, it was not just a matter of luck, but a matter of skill. Medics are trained to save lives, to stop someone from dying and to provide support. This is what defines medics, this is why they are indispensable part of any exploration team.

### Burglar

Quick and dirty jobs, hit and run, snatching items under people’s noses, becoming one with the shadows, and to top all that, a sick number of tools to help get the job done. If there’s a valuable item in your safe, then chances are you are now a target.

### Explorer

Here comes the Explorer! Once a dweller in caves, probably archaeologist in the past, the explorer is the probably the most prepared individual out of all of the others when visiting any place of adventure. His past also includes surviving the wilderness, escaping a horde of wild animals, living in caves, unearthing otherworldly treasures.

### Handyman

Broken sink? Sure. Broken Oven? Done. Broken Curtain holder? Check. The handyman is a multi-tool that can fix anything and everything. Given a tricky situation where you need your tools to be fully operational and your machines to be fully working it would be a pity if something were to break them and malfunction them. That would risk your life. If you have the Handyman around, then you can sleep well.

### Psychic

If there is one occupation that can talk to the dead or the spirits or can sense everything at the moment they enter a haunted location, then that’s the Psychic. Tarot cards, telling the future or being able to use the hidden powers of the mind is just one of the things Psychics can do. But when it comes to the supernatural? That’s their specialty.

### Architect

Sometimes crafters of worlds, other times enthusiasts of art and design, architects are all about buildings. All buildings in the end, built by hundreds of builders, are lead by civil engineers, but there’s always one or two people behind the realization of this grand design and it’s the architects.

### Something else

Sometimes you just can’t find something that suits you in the occupation list. You are free to design your very own occupation!

## Rolling Dice for Skills

During classes, you will be asked to roll for specific Traits you have in order to determine the outcome of your journey.

When you are required by the Game Master to make a specific trait check, you must look into your sheet and find your trait level for the asked trait and then use the following formula to determine your dice pool:

(Trait Level x 2) d10

Success is determined by the number of 8s, 9s and 0s you have when rolling the dice. For example, in a pool of 4 dice (Trait Level 2), a roll of 7, 8, 4, 6 is considered 1 Success.

If you succeed or fail in your check, you must implement anything the Game Master asks you to as part of your assignment. Most of the cases you will be given briefs. In some cases, you will be allowed to roleplay your character.

If the Game Master deems your roleplaying adequate, this will be qualified as the outcome to be implemented in the video game. A note must be taken and delivered as written through gameplay.

## Trait Point Distribution

You originally begin with a Level 1 Trait across all 6 Traits.

* Any Trait upgrade costs **1 Point**.
* Some traits will increase or decrease as you play.
* No trait can drop below Level 1.
* To Maximize all Traits, you need 42 Points.

When creating a character, you can choose to

1. Be given **20 Points**.
2. Be given **15 Points** plus a **D10**.

Once you have your points, you must allocate them as you see fit on your character sheet. Make sure you are using a pencil, or you can erase whatever you are writing on the paper. For convenience you can use the digital version of the sheet while your tutor will also hold a copy to ensure you don’t cheat.

ATTENTION: **Attendance**, **Performance** in the unit and **Random Events** will influence your character development.

## possible actions

When playing the game, you may use your traits to roll for a specific in-game action if the GM allows you to. Here is a list of possible actions you can take while playing:

**Search**You may search for an item or something hidden in the room you are currently in using PER.

**Pray**You may pray to a higher deity for a chance to up your spirits using WIL.

**Break Doors**You may force a locked door open using STR. If you fail you can’t redo this on the door.

**Lock**Lock a door behind you (if you have the key to it)

**Tumble**Your skill in avoiding floor hazards, using AGI

**Hide**Your skill in hiding behind furniture or other objects and also the ability to remain unseen using AGI. The higher the roll, the harder you are to detect unless you move.

**Attack**You may attack someone using your fists (STR) or a ranged weapon (AGI).

**Dodge**You dodge an attack or trap using DEX. All attacks are lethal.

**Repair**Attempt to fix something that’s broken using INT.

**Throw**Grab a throwable item and throw it somewhere specific using DEX. Success varies on whether target is close or is moving.

**Identify/Recall**You understand something that just happened, or you recall a fact/event/name/date using INT.

Software Engineering RPG

Name: \_\_\_Cally Singleton\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Health: 7

Occupation: \_\_\_\_Academic\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Sanity: 6

TRAITS

|  |  |
| --- | --- |
| Strength (STR) | ⚫ ⚪ ⚪ ⚪ ⚪ ⚪ ⚪ ⚪ |
| Agility (AGI) | ⚫ ⚪ ⚪ ⚪ ⚪ ⚪ ⚪ ⚪ |
| Intelligence (INT) | ⚫ ⚪ ⚪ ⚪ ⚪ ⚪ ⚪ ⚪ |
| Willpower (WIL) | ⚫ ⚪ ⚪ ⚪ ⚪ ⚪ ⚪ ⚪ |
| Perception (PER) | ⚫ ⚪ ⚪ ⚪ ⚪ ⚪ ⚪ ⚪ |
| Charisma (CHA) | ⚫ ⚪ ⚪ ⚪ ⚪ ⚪ ⚪ ⚪ |

Inventory (Max 10 Items)

Front Door Key, Room Keys x2, Chainsaw, Flashlight, 1 page about chemicals, 1 page about cats and rats, Music box

Backstory

Cally Singleton received a letter through the post informing her that she has inherited a mansion from her great aunt. Not knowing this relative she is confused and on receiving this information she plans a trip up to the mansion with her friends.