



THE GAMES
Character Creation

Contents

CREATING A CHARACTER	3
Health:.....	3
Wealth and Wisdom:	3
CORE BACKGROUNDS	4
SKILLS	6
• Academic.....	6
• Career.....	6
• Criminal	6
• Entertainment.....	7
• Financial	7
• Survival.....	7
• Personal Development.....	7
• Military.....	7
WHAT DOES EACH SKILL DO?.....	8
MERITS AND FLAWS.....	9
PERSONAL BACKGROUND.....	10

Welcome to All Hallow's Eve Games, a highly-praised horror LARP based on the writings of H.P. Lovecraft and the mythology created by subsequent writers.

You are about to learn about, and hopefully play in, a **non-stop, ref-less LARP system**.

Sorry ... a what?

Yes, All Hallow's Eve Games is a ref-less Live Action Role Play system, in as much as it tries to not have the need for referees present throughout most [if not all] of the game ¹. The game, after a safety and player briefing, will commence and then continue, non-stop, until it ends forty or so hours after it begins [usually a Friday evening until Sunday early afternoon].

We create a more academic and investigative atmosphere that suits players who are less combat-focused, aiming to enhance immersion and discussion for everyone's gameplay.

How?

Most 'investigative' skills within the game are reliant upon finding a coloured dot and cross-referencing this with a folder or collection found in every play-space. This removes most of the need for a LARP referee as players can now, when they choose, investigate items and environments.

Combat and survival skills are role-played and honour-based, with clues being literally 'found' when sought and players being trusted to take their hits if combat occurs. Our games are not non-combat but aim to appeal to those who are less able to engage in combat as well as those who desire some physical interactions. However, and this is important, combat in AHE Games is lethal and should not be something that is lightly undertaken by any character.

Personal based skills are role-played with key words being used that are identifiable to all players and explained before the game starts.

Immersion can be heightened by not having people in a 'go-to' space or wearing certain costumes and more focus can therefore be given to creating a much stronger psychological horror environment.

If there are no refs, couldn't people cheat?

Yes, they could. BUT, with a limited player number, and large crew to player ratio, the chances of players breaking "rule 7" ² are much lower.

All of this is reliant upon you, the player, choosing to create a **character** that is part of a more realistic world where the focus is on role-play and not statistics. When creating a character therefore, don't think about how to get the most of the skills in regards to 'points' being spent but develop an idea of who your character is and what their mission is.

If you want the best 'build³', this is unlikely the game for you. If you want the best experiences for a character though, read on...

¹ There may be times when, due to a player action, a referee [crew member] might need to 'pause' the game briefly to explain an effect or ensure safety is maintained. This is rarely done but not impossible and is planned for to allow for free-form role-playing as well as ensuring all are safe.

² Rule 7 is a proverbial LARP term of 'Don't take the piss' and is in common reference to the idea of cheating or meta-gaming, going beyond what is known to your character and/or not playing fairly

³ Feel free to still play but previous experience dictates that stat-based character players don't enjoy the game as much as they are continually looking for using their skills rather than looking into the story. It's your choice, of course, but we like to focus more on enjoying a narrative: we're aiming for Terror not Top Trumps!

CREATING A CHARACTER

The year is now 1930. You were born a good few years ago now, in a world that has seen the Great War where you survived but where many others lost their lives. The world still mourns its losses whilst new political and economic troubles loom. Your world is definitely now a different place from when you were a child. Your personal upbringing, the wealth, or lack of, that surrounds your formative years – all of this will affect your health, your wealth, your wisdom and your sanity... It also possibly afflicts you with a view of the world that might be hard to shake off...

CORE	Health: [hit points]	Wealth: [buy-in pool]	Wisdom: [experience-learning pool]	Starting sanity:	Starting flaw:
Criminal	Healthy 3	Secure 2	Foolish 1	Sane 3	Known to law
Ordinary	Healthy 3	Poor 1	Knowledgeable 2	Sane 3	None
Rich	Afflicted 2	Affluent 3	Foolish 1	Sane 3	-1 Addiction
Egestuous	Afflicted 2	Poor 1	Worldly 3	Sane 3	None

What does this mean?

Depending on your background, each character will have a different ‘make-up’ based on the choices they have made in life, and where they started out. Each aspect is explained below:

Health:

The amount of health a character has is recorded as how many **hit points** they have – each point is one global ‘hit’ that your character can take. If the *Rich* Lord Ascot III gets hit on the head with a frying pan and then stabbed in the chest with a letter opener, it is unlikely he will see morning. The *Ordinary* Margaret Jones could probably survive these attacks however, but only just.

This is a lethal game and unlike most other LARPS, there is very little to no ‘quick fixes’ with health.

1 Hit point takes 6 hours full rest to recover, the time being reduced with continual medical aid.

Wealth and Wisdom:

A character’s financial status and ability to learn; all of these ideas are defined by their initial background. A *Rich* character has wanted for nothing whilst the *Egestuous* continually look from hand to mouth for survival. Yet in that comes Wisdom as well. Whilst both grant skill points to be spent upon your character’s abilities in the game-world, both wealth and wisdom also influence their day-to-day life experiences, limiting you on your life path – a *Rich* dilettante is not going to normally learn lock-picking, nor is an *Egestuous* outsider going to be able to walk into a university and learn academic skills.

The backgrounds are listed below in more depth. There is room for flexibility here – you can play a wealthy aristocrat who has fallen on hard times. This may get you mixed up in some wrong crowds but there will be costs to this as well. These merits and flaws shape your final outlook on the world and are explored after the skill section but, for now, examine the first steps – how did your character grow up?

CORE BACKGROUNDS

Your character came from one of four backgrounds:



**CRIMINAL
ORDINARY
RICH or
EGESTUOUS**

<p style="text-align: center;">Criminal</p> <p style="text-align: center;"><i>"You can trust me..."</i></p> <p>Rules are made to be broken. So you did. And continue to do so.</p> <p>After all, the only bad criminal is those that are caught and you haven't been caught. Yet [or have you?]?</p> <p>Crime DOES pay. It pays very well thank you. You know more than the usual, ordinary sod on the street and can afford more too, usually. Its just, well, they get to sleep easier and, being closer to the underground, you hear all manner of things. Things that the norms don't see. Things that keep you up at night, keep you looking over the shoulder.</p> <p>Police? Pah. You may be known to them but what can they do – to you? The great... no. No names. Just in case...</p>	<p style="text-align: center;">Ordinary</p> <p style="text-align: center;"><i>"I know my place. I look down on him and up at him."</i></p> <p>You have a job. Might have been young enough to escape the Great War, may have been drafted in. You're here. Now. You work hard. Pay the bills. Keep your head down.</p> <p>Only... You're not like everyone else who is ordinary anymore? Not since... Well. You don't talk about it. The other half, if they're still with you, doesn't want you to go on about it anymore and the others at work – you can't tell them.</p> <p>So – that leaves you, where exactly?</p> <p>An ordinary Joe or Jo, trying to make ends meet and to keep the world turning.</p> <p>It will keep turning, right?</p> <p>Right??</p>
<p style="text-align: center;">Rich</p> <p style="text-align: center;"><i>"Hargreaves, fetch me another pheasant breast please – this one has gone cold..."</i></p> <p>Born with not just a silver spoon in your mouth but a whole cutlery drawer, your family are wealthy.</p> <p>You had the best education, became spoiled and, well, can frankly do what you like. Money talks. And you have money. Still.</p> <p>You do STILL have the money right? You weren't involved in the crash of the Great Depression in America were you? Or those investments in... well... it'll be all right. Here comes the food now. Mmm, a nice Chablis as well. Perfect.</p> <p>Why has it gone cold again? Where IS Hargreaves?</p>	<p style="text-align: center;">Egestuous</p> <p style="text-align: center;"><i>"This card represents the future. It is change. Great change is coming."</i></p> <p>Modern 'society' is full of rules and status and being part of a great wheel. Well not for you. You wanted off, or fell off, or were never on it in the first place – regardless – you are an outsider.</p> <p>From the travelling circus, to the hermit in a cave – the wise woman in her small cottage to the travelling nomadic chief – all are rejected or spurned by society. You can see differently to them and that is good, every society needs a watcher. Society doesn't see its need but you do.</p> <p>And that is fine.</p> <p>Because change is coming, isn't it...</p>

SKILLS

These are the ideas and abilities your life and upbringing has given you in one way or another. Literally. You have either paid someone to teach you [**Wealth** buy-in pool] OR your life experiences have granted you knowledge along the way [**Wisdom** experience pool]. It is up to you to decide how your character has learned them and the more you consider this aspect, the more your character will benefit and you, as a player, will enjoy the game.

Every skill has more than one use if considered deeply though and our dilettante may find that her interest in magic tricks and lock picking has sudden uses when confronted with a locked door at 2 in the morning...

Every starting character has either 3 or 4 total points to spend on their skills at the start of their creation. Skills that have an asterisk * next to them may be achievable due to different background developments as well as the way[s] described of achieving them listed under each heading. Some skills will repeat due to having more than one category as well. Their uses fall into one, or more, of three categories:

INVESTIGATIVE [helps with finding clues – players look for coloured dots corresponding to assigned skill colour], **ROLE-PLAYING** [helps with characterisation and plot developments] or *COMBAT* [helps with surviving and/or inflicting damage]. Each skill and its affect upon the game is summarised on page 8.

• Academic

Wealth Pool points only

Academic skills can ONLY be purchased with **Wealth pool points** – this reflects having an education that has been paid for as all of these skills are [normally] academically learned. Each academic skill costs **one** point:

ANTHROPOLOGY

CHEMISTRY

OWN LANGUAGE

SURGERY

ARCHEOLOGY

CLASSICS

LITERATURE

[needs Medicine prior to taking]

ART

GEOLOGY

MEDICINE

[*Other – academic specialities of player choosing*]

ASTRONOMY

HISTORY

PHILOSOPHY

BIOLOGY

LAW*

PHYSICS

BOTANY*

OTHER LANGUAGE*

PSYCHOLOGY

• Career

Wisdom Pool Points only

Career skills can ONLY be purchased with **Wisdom pool points** – this reflects having a career that has been worked on as all of these skills are experiential and not [normally] teachable.

Each career skill costs **one** point:

COOKING

LIBRARIAN

MAINTENANCE:

ORDINARY JOB

GARDENING

[requires one academic subject prior to taking]

REPAIR ELECTRICAL

[specify – e.g. Butcher, Maker of

NURSING

MAINTENANCE:

Candlesticks...]

PHOTOGRAPHY

REPAIR MECHANICAL

• Criminal

Either pool

The wrong side of the tracks brings with it rewards and danger, thrills and fears. If you have the time or money to learn, there is always a way to learn these skills...

Each skill costs **one** per skill for *Criminal* background characters, **two** for *non-Criminal*-background characters

CONCEAL ITEM

FIND ITEM

LAW*

PICKPOCKET

ESCAPOLOGY

FORGERY

LOCKPICK

RECOGNISING AUTHORITY

- **Entertainment**

Wisdom Pool Points only

To entertain is a skill that, whilst it can be taught, the full impact only comes from when someone has worked on it a long time. Each skill costs 1 point from the Wisdom Pool and, whilst may be overlooked by many, the Egestuous know that life without art and music is a dull life, leading eventually to insanity. Its positive effects upon the weary is also highly noted.

*Note: while most of the other skills from other sections can be roleplayed with little real-life-skill, it is best if the **player** of an entertainment skill has some real experience prior to game to enhance the immersion for all e.g. a painter should have some awareness of colour and contrast, a singer should be able to hold a tune and be able to perform in front of others etc.]*

CREATE ART [choose medium]	PLAY INSTRUMENT [player to provide instrument]	SINGING	[Other]
DANCING		SLEIGHT OF HAND	

- **Financial**

Either pool

The world of finance is dull to some, fascinating to others. It is an academic pursuit that can be learned by anyone after a long enough slog through business. Each skill costs **two** from **Wealth** pool or **one** from life's **Wisdom**:

<u>ACCOUNTING</u>	<u>APPRAISE</u>	HAGGLING	INVESTMENT
--------------------------	------------------------	-----------------	-------------------

- **Survival**

Wisdom Pool Points only

Survival skills come from living rough, living tough and living hard. *Egestuous* characters only spend **one** per skill, other backgrounds spend **two**. *Rich* characters **cannot** gain any of these skills from this section.

<u>BOTANY*</u>	<u>DODGE*</u>	<u>FIRST AID*</u>	<u>KNOCKOUT*</u>
-----------------------	----------------------	--------------------------	-------------------------

- **Personal Development**

Wisdom Pool Points only

Your character may have spent some time of their life looking within themselves rather than outside of themselves. This can be reflected by these skills, each costing **two** points. [No more than two skills from this section can be taken by any character]:

PERSUADE	<u>OCCULT STUDY</u>	<u>'THE OLD WAYS'</u>	<u>RELIGIOUS STUDY</u> [specify religion]
-----------------	----------------------------	------------------------------	---

- **Military**

The Great War took more than lives...

Your character may have been involved with the military effort of a country during 1914-1918 [or even in other military conflict if playing an older character or one from a different nationality]. As such, they would have received military training which was paid for in either physical or mental health. For each chosen skill below that your character learned, **lose one rank** from either **health** or **sanity** alternately [to a **maximum** gain of **three** skills]:

ACCURATE AIM	<u>DODGE*</u>	<u>FIRST AID*</u>	Maintenance:
<u>CRYPTOGRAPHY</u> [requires Own Language prior to taking]	<u>EXPLOSIVES</u> [requires Chemistry prior to taking]	<u>KNOCKOUT*</u>	REPAIR WEAPON
		MILITARY MAINTENANCE: Repair Electrical & Mechanical combined	MILITARY SURGERY
			<u>TRACK</u>

WHAT DOES EACH SKILL DO?

SKILL:	Effect on game:	Limits / Notes:
ACCOUNTING	Research area / item	
ACCURATE AIM	"Exactly..." 1 extra damage with projectile/ballistic	Takes 10 seconds to focus
ANTHROPOLOGY	Research area / item	
APPRAISE	Assess item for value	
ARCHEOLOGY	Research area / item	
ART	Research area / item	
ASTRONOMY	Research area / item	
BOTANY	Research area / item	
CHEMISTRY	Research area / item	
CLASSICS	Research area / item	
CONCEAL ITEM	Can hide item on own person that cannot be found unless seeker has 'find item' skill or 'pickpocket'	item needs tag, no larger than person hand
COOKING	Can make meals that restore 1 hp on eating	1 hour per meal minimum required
ENTERTAINMENT SKILLS	By entertaining others for minimum of 5 minutes can restore 1 san to close audience	needs to be calm
DODGE	Dodge 1 hit	only done twice per day
ESCAPOLOGY	can be free of ropes within 5 minutes	
FIRST AID	Prevent bleedout, restore 1 hp after 30 minutes roleplay	
FORGERY	can start with fake documents/money/art	if money, <u>known to law flaw</u>
GARDENING	Research area / item	
GEOLOGY	Research area / item	
HISTORY	Research area / item	
KNOCKOUT	Knocks out target for 10 minutes if unseen prior to attack	place sufficient weapon flat across shoulders [to rep. attack to neck/head]
LANGUAGE:	Research area / item	
LAW	Research area / item	
LITERATURE	Research area / item	
FIND ITEM	can find any concealed item on person	
LOCKPICK	can test lock for lock picking, unlock door [open laminated ticket]	requires time and focus, cannot lock door
MEDICINE	Research area / item	
NURSING	With supporting and regular checking [once every half hour], patient restores 1HP with 3 hours rest.	Cannot be done on self
OCCULT STUDY	Research area / item, have possible experience with rituals	Sanity cap of 3
OLD WAYS	Research area / item, dreams affected, vision	Sanity cap of 3
PERSUADE	Can make another person 'agree' with a simple verbal command	limited to 2 per day, requires 3 minutes conversation
PHILOSOPHY	Research area / item	
PHYSICS	Research area / item	
PICKPOCKET	If naming item and location on person, can 'steal' item. If incorrect, will be 'found out'	close proximity required
PSYCHOLOGY	Research area / item You can ask any player for their current SAN level.	
RECOGNISE AUTHORITY	Anyone who is authority/police etc is known in advance to player	
RELIGIOUS STUDY	Believer bonus OR non-believer flaw, Research area / item	
REPAIR: ELECTRICAL	can fix electrical item/wiring	10 minute roleplaying, needs phys rep
MECHANICAL	can fix mechanical item	10 minute roleplaying, needs phys rep
WEAPON	can fix a manual weapon	10 minute roleplaying, needs phys rep
SURGERY	Prevent bleeding out, restore 2 hit points after 60 minutes continual roleplay, no san loss with blood	needs medicine as pre-requisite, Cannot be done on self
TRACK	With appropriate roleplaying can find tracks if they have been left, identifying track – 1 minute per 10 foot of movement required	light needed and needs to be calm

MERITS AND FLAWS

Each and every character has something that makes them different, stand out, even shine beyond the norm. But what shadows hide amongst that light?

Each merit and flaw is described below. They are a game mechanic to allow for out-of-character real disabilities** to be incorporated within the game whilst, respectfully, allowing other players to examine and play characters with flaws and disabilities. Should **you** have a disability, please contact the main writer of the event prior to attending to ensure that all considerations that can be incorporated for as fair and inclusive game can be planned for and occur.

You may take as many as you see fit for your character – but again, think of character reasons and not just points please! Some merits and flaws have two or more levels, the further levels cost the combined prior levels for further level effect [e.g. to use +2 of believer you create a total of +3 points to balance]. Please also be respectful of real disabilities and compulsions – play for character development not for ‘laughs’.

By the end of selection, your character should have a balance of 0.

MERITS	POINTS	EFFECT ON GAME	LIMITS / NOTES:
AWARE	+1 +2	Character cannot be knocked out + once a day can ‘find item’	
BELIEVER	+1 +2	With 15 minutes religious action [prayer, movement etc] can restore 1 Sanity point + Can incorporate another character to help them restore 1 Sanity as well	Cannot be balanced with Non-believer
HIGH STATUS	+1	Once a day can ‘Persuade’ someone without High Status: “Don’t you know who I am?”	
LOGICAL MIND	+2	Can rationalise and reduce effect by 1 of a Sanity loss to self IF able to discuss with someone else the effect	Cannot be balanced with paranoia
LUCKY	+2	Raise Wealth by one rank and make use of benefit to skill pool	
NIMBLE	+3	Have one use of Dodge per day and half the time taken for any manual dexterity tasks	
QUICK THINKING	+3	Can rationalise and nullify effect of a Sanity loss to self IF able to discuss with someone else the effect	
SENSITIVE	+2	Can pick up on ‘vibes’ and sense some aspects from area or item	May restore or cause loss of Sanity
STRONG WILL	+2 +2	Start with one extra Sanity rank Can nullify any Persuade effect upon self	
TOUGHNESS	+3	Start with one extra Health rank	

FLAWS	POINTS	EFFECT ON GAME	LIMITS / NOTES:
ADDICTION	-1/-2/-3	Character has an addiction to something consumable [food/drink/drug etc.] that, if not consumed in 120/60/40 minutes, causes loss of 1 sanity.	If above -1, will cause non rested sleep. Active consumption of substance needs to be done
BLOODTHIRSTY	-2	Character cannot walk away from conflict. Will remain until either blood has been shed or conflict resolved by offending party leaving area	
COMPULSION	-1/-2/-3	Character has a compulsion to doing something beyond everyday action [organising/sorting/turning item over 5 times etc.] that, if not enacted in 120/60/40 minutes, causes loss of 1 sanity.	If above -1, will cause non rested sleep. Active compulsion of activity needs to be done
DISABILITY **	-1/-2/-3	Please discuss with writer any planned-to-play disability to ensure both sensitivity and respect are maintained	

FLAWS CONTINUED	POINTS	EFFECT ON GAME	LIMITS / NOTES:
KNOWN TO LAW	-3	Prior to event, all law enacting and authority characters will know of your attendance [e.g. detectives, police etc].	
NIGHTMARES	-2	Sleep is unrested and cannot be a source of healing. May provide insight into events at cost of Sanity	
NON-BELIEVER	-1	Cannot benefit from Believer ability or any Religious effect	Cannot be balanced with Believer
OVERCONFIDENT	-1	If there is option for a decision, the self-belief, even if endangering, will triumph over indecision	
OVERCURIOS	-2	Character will open the box, the door and read the book. They must!	
PARANOIA	-2	Character knows someone is after them. Will never intentionally be alone with just one other character.	
UNLUCKY	-2	The first loss received per day will be one extra level [ie -1 SAN will be -2 SAN, -2 Hits will actually be -3!]	Cannot be taken with Lucky

PERSONAL BACKGROUND

“They giveth... and they taketh away...”

There is, of course, one more final aspect – your character’s own beliefs, thoughts and outlook on the world. You may choose one of these skills for your character, if you so desire.

It will affect plot – both positively and negatively...

You don’t have to – but, well, why not...

SKILLS	Effect on game:	Limits / Notes:
OCCULT STUDY	Research area – see skill Occult Study	Please note that this is more than just academic to you – it IS your outlook – roleplay accordingly Sanity cap of 3
OLD WAYS	There was something before these ‘new’ religions from Abraham... and you know of them. Research area, dreams affected, visions even?	Please note that this is more than just academic to you – it IS your outlook – roleplay accordingly Sanity cap of 3
RELIGION	Believer bonus, research area	Please note that this is more than just academic to you – it IS your outlook – roleplay accordingly
SENSITIVITY	Research area, dreams affected, visions even?	Everything has its own ‘aura’ and ‘vibe’ – some things react well, some...don’t. Sanity cap of 3

Character write up

Name of **Player**:

Name of **Character**:

Background:

CORE	Health: [hit points]	Wealth: [buy-in pool]	Wisdom: [experience-learning pool]	Starting sanity:	Starting flaw:	Tick:
Criminal	Healthy 3	Secure 2	Foolish 1	Sane 3	Known to law	
Ordinary	Healthy 3	Poor 1	Knowledgeable 2	Sane 3	None	
Rich	Afflicted 2	Affluent 3	Foolish 1	Sane 3	-1 Addiction	
Egestuous	Afflicted 2	Poor 1	Worldly 3	Sane 3	None	

Character type / Job / Basic 'employment'/day-to-day activity:

E.g. pickpocket, spy, retired soldier etc.

Skills Chosen:

Unused points will be wasted

Merits and Flaws

Check balance = 0?

Personal skill [if chosen]:

Personal background:

When was your character born? [Game year is 1930]

Was your character alive in the Great war [1914-1918]? If so, what did they do?

Where does your character live now?

How does your character earn money – do they need to/want to even?

Does your character work? Who for? If they have staff, what are their names – where are they right now?

Does your character have living relatives? A partner? [whilst modern life is thankfully liberal, non-heterosexual relationships were heavily frowned upon in 1930's England – be warned should you want to play a 'deviant' ;)]

Why is your character attending this event?

Other notes – please continue on a separate sheet if required.

Please email this sheet to paul.giffney@yahoo.co.uk as soon as possible to allow individual plot to be written.