

MSU SHADOWS

Hero Creation Guidelines

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The *MSU SHADOWS* campaign takes place in the modern universe, beginning during 2003-2004 academic school year. The campaign has now advanced to the 2006-2007 academic year. We will be using the Buffy the Vampire Slayer rules. Your character – hero – will begin adventuring on the campus of Michigan State University and should be created with a background that provides some connection to the East Lansing community. You may be a resident of the city, a student, faculty, staff at MSU, or something else appropriate.

MSU SHADOWS is about ordinary individuals struggling against the forces of evil to achieve the greater good. We design the adventures with the intention that every hero has the opportunity to have a significant effect on the outcome, whether they've just begun or they're well experienced. *MSU SHADOWS* is more about who you are than what you have. We expect the heroes to be just that – HEROES; beings of good heart and good intention. Players who wish to explore the dark side and play edgy, shady or villainous characters are likely to find that their actions will come back to haunt them...**literally!**

Story arcs are campaign is story and character intensive. You'll learn things about MSU that you may never have known were true. You are encouraged to develop a unique character with a unique history. Your character's actions or inaction will ultimately affect the campus, the city and possibly beyond.

Making a Hero

To create a *MSU SHADOWS* hero, you'll need a copy of the Buffy the Vampire Slayer rulebook (original or revised). No supplemental materials are currently permitted, though specific items may be made available through play.

Step 1: CHARACTER TYPE

All *MSU SHADOWS* heroes are White Hats. You are a relatively normal person encountering the supernatural for the first time. No one will be playing a Slayer, a Vampire, a Werewolf or other supernatural creature. At least, not at the beginning.

The heroes all start out with the same starting number of points. How you build your character and develop it in later sessions is up to you.

The White Hat character type has:

15	Attribute points
10	Quality Points (value 3 pts or less)
Up to 10	Drawback points (value 3 pts or less)

15	Skill Points
20	Drama Points

Step 2: ATTRIBUTES

Attributes can be bought up to level 5 on a one-to-one basis. The sixth level of an attribute costs 3 points and is the maximum for a White Hat.

At least one point must be spent on each attribute. White Hats have 15 points to spend on 6 attributes. (A level of 2 is average.)

Step 3: QUALITIES AND DRAWBACKS

Qualities give your character an edge or special ability. Drawbacks are the things that limit your character's abilities and make their lives interesting. Qualities and Drawbacks may change throughout the course of the game. They may be paid for or the Director of the campaign may assign them. At character creation, choose only Qualities and Drawbacks valued at 3 points or less. Only one point may be spent on the Occult Library Quality. Adversaries come free of charge – you may not spend points on them. Don't worry; we'll take care of it.

The following Qualities and Drawbacks are not allowed at character creation:

- Empathy
- Initiative Commando
- Occult Library over 1 point
- Psychic Visions
- Robot
- Sorcery
- Slayer
- Telepathy
- The Sight
- Vampire
- Watcher
- Werewolf

Step 4: SKILL POINTS

You will begin the campaign with 15 skill points.

Each skill point is bought at a one-to-one ratio for abilities up to level 5. Each additional level beyond five costs three skill points.

Step 5: DRAMA POINTS

This represents your luck as well as your ability to avoid death. As a White Hat you have more Drama Points to help you stave off an unfortunate death. Spend these points wisely in the game.

Step 6: COMBAT MANEUVERS

This is optional. If your character is a martial arts guru, then you may want to list several of your favorite forms of attack.

Your character may not have any listed combat maneuvers, or he/she may have several. This section is only an aid to help the player track their combat abilities, damage and options during the game.

A bookworm may instinctively throw a book at their opponent, where a boxer would punch and a slayer wannabe would stab a stake through the heart to kill an opponent.

Step 7: NAME AND BACKGROUND:

This is perhaps the most important aspect of your character. Defining your name and background helps define your character and make him/her unique and special.

Everyone has a story and a history. What's your secret, your past, and what brings you to town? There are over 40,000 students at MSU and every one has a unique history. Luckily, you only need to create one.

You should determine your hero's history up to the point when the campaign starts, and you should be able to explain why he/she is in East Lansing. Avoid character concepts that do not fit this campaign.

You can receive **up to 5** additional skill points after initial character creation for developing your character's history and origin. **You have until the next game session to develop your character's history to earn these bonus points.**

MINORS:

If you are 15 years of age or younger, you must provide proof of parental consent for participation in this campaign.

This campaign deals with horror; death, and aspects of reality will be blended with horror concepts. All players should have a solid grasp on reality. Get it? We also encourage players who have the capability to separate reality from fantasy. If that is a personal problem for you, you may wish to reconsider participating in this campaign.

GUIDELINES FOR ETHICAL PLAY

In the *MSU SHADOWS* campaign, we expect that you will conduct yourself in a manner suitable to group cooperation and group enjoyment. Specifically:

PLAYERS:

1. Contribute to the fun of the whole group when playing. Don't play in a style that detracts from the fun of the game.
2. Play fairly and honestly.
3. Be considerate of others, and their right to enjoy the game as much as you do.
4. Follow the spirit of the rules, as well as the letter of the rules.
5. Know the difference between a person's in-character actions and out-of-character actions. It's ok for conflict between characters; it's not ok for conflict between players to disrupt the game. A judge is the final arbitrator of all disputes and may end the game, or eject players if interpersonal conflict is destroying the game session.

DISCLAIMER:

This campaign does not represent Michigan State University in any official capacity. It is merely a setting used for storytelling purposes for a social organization.

Individuals are encouraged to distinguish for themselves the fact from the fiction and we hope all participants will enjoy their participation in this campaign.

P.S.

Spacemen win!

Gggrrrrr.....arrrrgghh!