



**Forum: Whispering Bluff Work**

**Topic: Horror genre: uncomfortably creepy?**

**Subject: Re: Horror genre: uncomfortably creepy?**

Posted by: Dragavan

Posted on: 2008/9/29 16:42:07

When the game is really played, character creation is a big part of it.

Since WB is designed to be more of a limited time type game, where characters are not really expected to survive (even if they win), the character creation process is done as a group. They create the characters, getting bonuses to parts of creation for creating links between the characters (which actual can work as stronger flaws and motivators). The final part of the creation process is introducing your character to the world in a small vignette you get to narrate up to the point of meeting another character OR being drawn into the alternate reality world. The GM can have some minor input here, mostly to keep thing from going way off the tracks, but this is still mostly in the player's camp.

I am sure people could make themselves, but it would make for a really disturbing game where you would learn insights and issues you may never wanted to know about your fellow players.

I mainly want to test out the scene framing rules and set-up, so full player-made characters are not needed for that. I will have some test characters people can use if they don't want to mess with that part of it (especially if they are people who have played around with it before).

This will be more fully explained on playtest day, and I think I will have you guys make characters so I can test out that part of it with people who have not seen any of the previous incarnations.