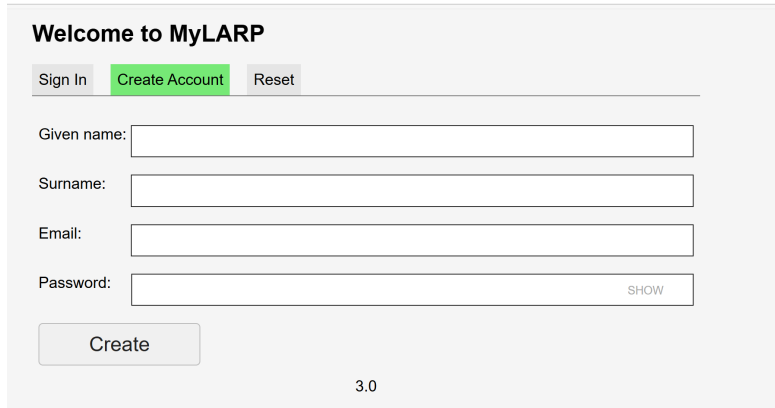


Welcome to MyLarp

Creating an Account

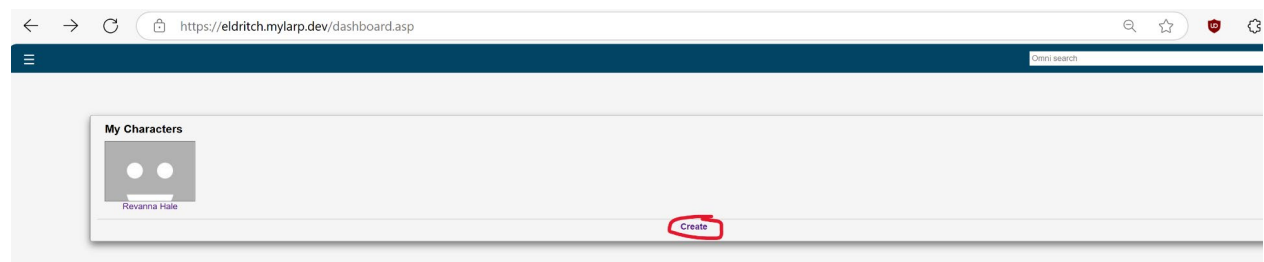
Navigate to <https://eldritch.mylarp.dev/> and select the “Create an Account” tab to create your account! It will need to be approved by Eldritch Staff or one of the Character Sheet volunteers before you can create a character.



The screenshot shows a web form titled "Welcome to MyLARP". At the top, there are three tabs: "Sign In", "Create Account" (which is highlighted in green), and "Reset". Below the tabs are four input fields: "Given name:", "Surname:", "Email:", and "Password:". The "Password:" field has a "SHOW" link to its right. A "Create" button is located below the input fields. At the bottom center of the form, the number "3.0" is displayed.

Creating a Character

When you log onto MyLarp, you will be brought to the MyLarp dashboard. Select the “Create” button to create a character!



Give your character a name and select a basic archetype. You may also select an advanced archetype at this time, but you do not have to!

Create New Character

Name

Basic Archetypes
You must choose one from this group.


- Apothecary
- Artificer
- Blacksmith
- Bowyer
- Brigand
- Commonfolk
- Farmer
- Feller
- Gentry
- Gunsmith
- Herbalist
- Hunter
- Merchant
- Miner
- Physician
- Resurrectionist
- Scholar
- Soldier
- Urchin

Advanced Archetypes
Optional

- None
- Auron
- Cirque
- Knight
- Magister
- Noble
- Veteran
- Vigil

Now you should have a character page that looks somewhat like this:

This character is pending approval by Logistics.



EXAMPLE CHARACTER
Commonfolk

Pool	Pts
Character Points	12
Espionage Points	0
Rank	0
Retainer Slots	0

- [Taught Skills](#)
- [Edit Biography](#)
- [Check-in History](#)
- [View Inventory](#)
- [View Skill Card](#)
- [Meta Editor](#)
- [Reassign to New Player](#)
- [Category Access](#)
- [Preview v2](#) +
- [Reset Character](#)
- [Delete](#)

Teacher-less mode:

Free-build mode:

Show Quantity:

- > Lore
- > Martial
- > Crafting
- > General

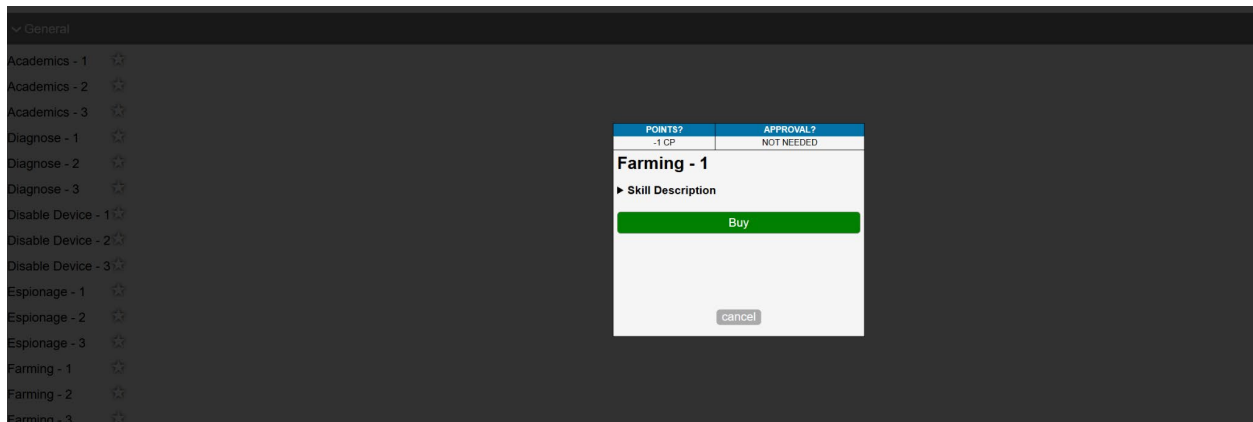
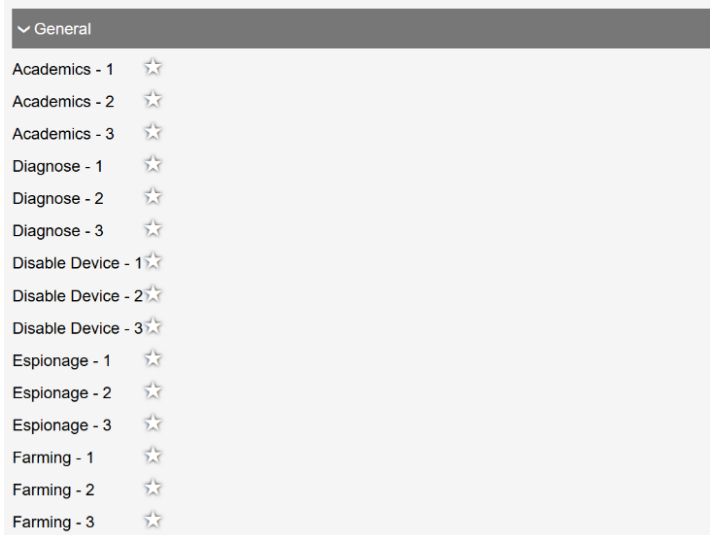
Purchasing skills

The **first** thing you need to do is purchase your **Archetype Starting Skills** for your basic archetype and your advanced archetype! MyLarp **does not do this automatically**, and for some Archetypes (like Gentry) you have a choice between starting skills. MyLarp will automatically give you the CP for those skills since it can't buy them automatically. You can see your CP spends under the Character Points tab on the left sidebar.

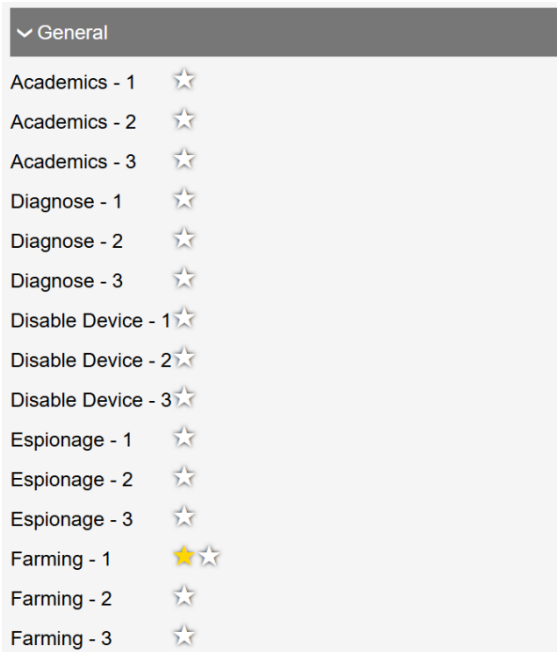
For example, the Commonfolk archetype costs 1CP, and gives you a Starting Skill that is 1 non-crafting level 1 skill. So, 1CP was refunded. For this example of Event VI, we start with 12 CP!

Date	Amount	From	Source	Expiration Type	Note
Total: 12 Used: 0 Unused: 12					
2024-12-19 04:11		2 Meg Kaye	Manual	Never/Until spent	Character CP For Event VI
2024-12-19 04:09		10 Meg Kaye	Archetype bonus	Never/Until spent	Character creation archetype trigger for Commonfolk
Total: 12 Used: 0 Unused: 12					

To purchase a skill, expand the skills menu and click on the star of the skill you want to purchase.



It will show up as purchased when the star turns yellow! Ignore the second star next to it. You have now purchased a skill!



If you wish to purchase **Farming - 2**, or any second skill in a progression tree, do not select the second star next to the first skill and instead select the skill below it. These skills have funky CP costs that don't line up with the CP in the rulebook (it will show that Farming - 2 costs 3 points, and Farming - 3 costs 5) but that is intended, as MyLarp corrects it behind the scenes!


Skills for more skills

Many advanced archetype skills give you access to skills that let you purchase *other* skills. For example, skills like **Martial Training** or **Raised by Wolves** cost 1CP but give you access to two martial skills out of a pool (One-Handed Weapons - 1, Two-Handed Weapons - 1, Tough - 1, Armor Proficiency - 1, Shields - 1). If you purchase that skill, or skills like it, MyLarp will *add* the CP necessary to purchase those additional skills, since it doesn't know what you will pick! Please make your choices of those skills in that pool and purchase them before you purchase other, additional skills.

Adding an advanced archetype

If you add an advanced archetype NOT at the beginning of character creation, please contact either eldritch staff or the character sheet volunteers to add it manually to your sheet. After they do so, it will update:

This character is pending approval by Logistics.



The screenshot shows a character sheet for 'EXAMPLE CHARACTER' (Commonfolk). The 'Point Pools' section is visible, with the following data:

Pool	Pts
Character Points	9
Espionage Points	0
Rank	0
Retainer Slots	0

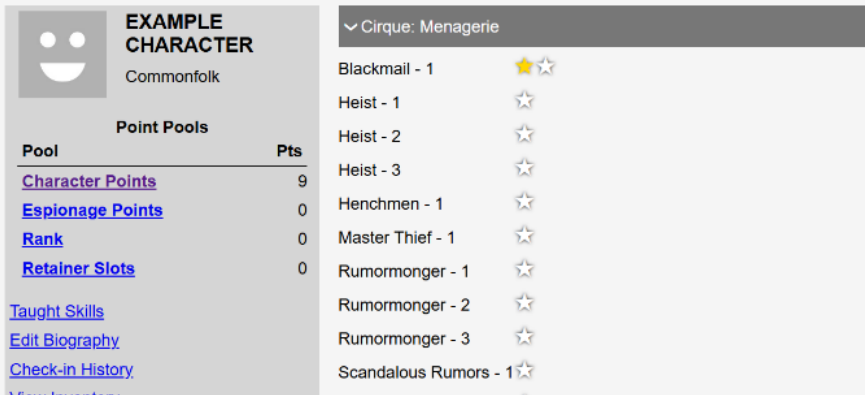
Below the pools are links for [Taught Skills](#), [Edit Biography](#), [Check-in History](#), [View Inventory](#), [View Skill Card](#), [Meta Editor](#), and [Reassign to New Player](#).

The right side of the sheet shows a list of archetypes, each with a dropdown arrow:

- > Cirque: Menagerie
- > Cirque: General
- > Lore
- > Martial
- > Crafting
- > General

The CP will also adjust accordingly (In this example, -3 for Cirque, +1 for a Cirque starting skill), so purchase your chosen starting skill using the CP allotted.

This character is pending approval by Logistics.



The screenshot shows the same character sheet as above, but with the 'Cirque: Menagerie' archetype selected. The skills list is now visible:

Skill	Cost	Stars
Blackmail - 1	1	★☆☆
Heist - 1	1	☆☆☆
Heist - 2	1	☆☆☆
Heist - 3	1	☆☆☆
Henchmen - 1	1	☆☆☆
Master Thief - 1	1	☆☆☆
Rumormonger - 1	1	☆☆☆
Rumormonger - 2	1	☆☆☆
Rumormonger - 3	1	☆☆☆
Scandalous Rumors - 1	1	☆☆☆

Now, once you've purchased your starting skills for your advanced archetype, you can purchase the rest of your skills!

Once you are satisfied with your character, submit it for approval. Eldritch staff or the Character Sheet volunteers will review it and contact you with any concerns.

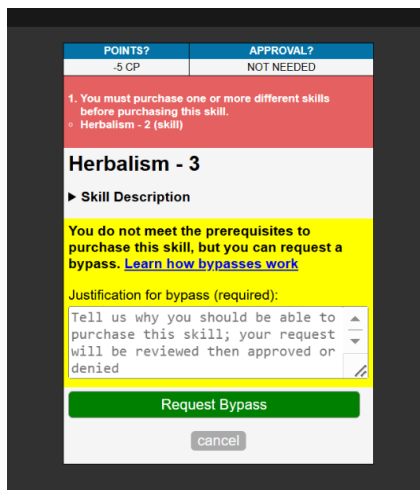
Troubleshooting

Deleting skills

You will not be able to delete character skills immediately if you select them accidentally or change your mind, but please contact either Eldritch Staff or the Character Sheet volunteers to have someone delete the skill for you!

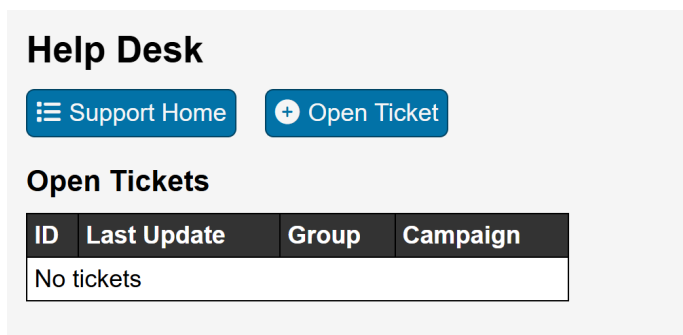
Requesting a Bypass

If you are unable to buy a skill, possibly due to a MyLarp bug, you can request a bypass using the pop up window like so:



Using the help desk

Navigate to the “help desk” tab in the hamburger drop down menu in the upper lefthand corner of my larp. Select “open ticket” to open a ticket.



Be sure to select **Logistics Managers** under “Who are you reporting this to?” to contact both Eldritch staff and the Character Sheet volunteers.

Open a New Ticket

 Support Home

What are you reporting?

Character sheet is broken :(|

Who are you reporting this to?

- Form Managers
- Game Masters
- Help Desk Operators
- Logistics Managers
- Logistics Members
- Monster Book Managers
- Monster Book Marshals
- Plot Managers
- Plot Members
- Store Managers
- Vault Managers
- Wiki Page Moderators
- Workbook Managers
- MyLARP Support Technicians

Submit

Contact

To add an advanced archetype, delete skills, have other archetype trees added please contact Eldritch staff at contact@eldritchlarp.com, submit a Help Desk ticket, request an override, or DM someone from the Character Sheet volunteer team on discord: Meg (@megmach), Dale (@goumindong), Lykos (@princenlykos)