

All Hallows Eve

A Miro
Chapbook
RPG

MINI CORE RULEBOOK

Ultra Simple Rules for Solo
Roleplaying on Halloween Night
Designed by Noah Patterson

All Hallows Eve

A Micro Chapbook RPG
Mini Core Rulebook



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PLAYER BEWARE!

THIS BOOK IS SPOOKY!



Hello, Kiddies! My name is Dr. Darkness,
and I will be your guide on this
Halloween night. You are about to enter a
chilling world of Halloween Horror and
Spooks! This is a game of tricks and
treats where YOU are the hero. However,
just because you're a hero doesn't mean
the ghosties, monsters, and ghoulies will
go easy on you! Prepare for a **SCARE!**

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Section 1.0

INTRODUCTION



All Hallows Eve is a spooky fun game of Halloween storytelling. It uses The Micro Chapbook RPG system--an ultra simple solo roleplaying game (but can also be played cooperatively with friends!).

The main game stars a single brave and stalwart kid on Halloween, entering a Mortuary Home all alone on a dare from friends. It uses a randomly generated game map to make each game session a little different.

Players wishing to play with friends will play a group of trick-or-treaters entering the mortuary together! I, Dr. Darkness, will wait for you there with more than a few treats and scares in store!



1.1 What Do I Need to Play?

In order to play All Hallows Eve you will need the following items:

- 2 six-sided dice
- A sheet or notepad of graph paper (or a game mat with a grid)

- A Character Sheet (or note paper) for each player.
- A pencil with a good eraser
- These rules.

1.2 Gameplay Basics

During gameplay, you almost always roll 1D6, trying to score equal to or LOWER than your stat score. If your character is proficient in the stat being tested, roll 2 dice and take the better result of the 2. 1 always succeeds. 6 always fails. This mechanic is used for all tasks including attacking, avoiding traps, unlocking doors, and most everything else.

The only time this is different is when you roll for damage (either when dealing weapon damage or taking damage from a monster or trap). Some damage scores may ask you to roll 1D3

or 1D2. When you see 1D3 it means you roll a single D6 (six-sided die) and half the result rounding up. When you see 1D2 it means roll a single D6. Odd results count as a 1 and even results count as a 2.



Section 4.0

CHARACTER CREATION



Character creation is completed in 5 very simple steps as outlined on the following page:

1. Determine The 4 Stat Scores.
2. Choose a Character Clique.
3. Choose a Character Costume.
4. Determine Your Starting Health and Halloween Spirit.
5. Roll for Candy and Purchase Items.

Each step is explained in further detail on the following pages.



2.1 CHARACTER STATS

Your character has 4 main statistics:

Strength (ST)	Used for melee attacks and breaking down doors.
Dexterity (DE)	Used for ranged attacks and running from monsters.
Wits (WI)	Used for avoiding tricks and picking locks.
Charisma (CH)	Used for increasing your Halloween Spirit and showing your bravery.

During character creation you are granted 9 points to assign between the 4 stats as you see fit. No stat can have a score lower than 1 or higher than 4 during this step, but these may be altered later on.



2.2 Character Cliques

There are 4 Character Cliques to Choose From. Cliques are a base of your character in regular life. Each one will make you proficient in one stat. Choose one from the table below:

JOCK	Proficient in ST
THESPIAN	Proficient in DE
NERD	Proficient in WI
CLASS PRESIDENT	Proficient in CH

2.3 Character Costumes

There are 4 Character Costumes to Choose From. Your costume is what you dress as for Halloween. The spirit and creativity of that costume gives you bonuses. Each costume will grant

you a +1 bonus in one stat. Choose one from the table or make your own!

COSTUMES		
	FRANKENSTEIN'S MONSTER	+1 ST
	PUMPKIN HEAD	+1 DE
	DEATH	+1 WI
	DRACULA	+1 CH

2.4 Health, Halloween Spirit, and Candy

Your Health and Halloween Spirit are determined by your current stats.

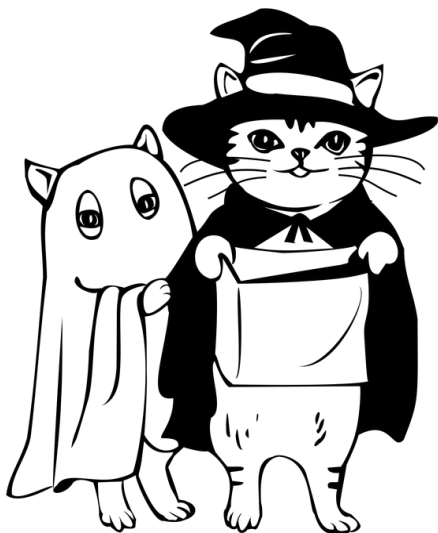
Health: Your health is a measure of how healthy you feel. The more you are wounded, the more health you lose. It is the total sum of your Strength + Dexterity + 30.

Halloween Spirit: Your Halloween Spirit is a measure of your faith, love, and devotion to the Halloween Holiday. The more Halloween Spirit you feel, the braver you are and the more you trust the spooks of the night to help you. It is the total sum of your Wits + Charisma + 30.

Candy: Your candy is used to buy items and weapons. Roll 2D6 to see how much candy you start with.

Section 3.0

EQUIPMENT



You're now getting close to finishing your character. All that is left is to spend your candy on weapons, costume accessories, and other items.

MELEE WEAPONS		
Name	Damage	Candy
Wrench	1	1c
Lightning Rod	1D2	2c
Kitchen Knife	1D3	3c
Sickle	1D3+1	4c
Sword	1D6	6c
Axe	1D6+1	7c
Scythe	2D6	12c

Melee Weapons have a NAME, and DAMAGE RATING (how much damage is inflicted when you succeed at an attack), and a COST in candy.

RANGED WEAPONS		
Name	Damage	Candy
Year Old Candy	1	2c
Throwing Dart	1D2	3c
Slingshot	1D3	4c
Ninja Star	1D3+1	5c
BB Gun	1D6	7c
Bow and Arrow	1D6+1	8c
Crossbow	2D6	13c

Ranged Weapons (just like melee weapons) have a NAME, and DAMAGE RATING (how much damage is inflicted when you succeed at an attack), and a COST in candy. They do cost a little more than melee weapons.

COSTUME ACCESSORIES		
Name	Bonus	Candy
Half-Mask	+3H	1c
Light Up Wand	+3S	1c
Silly Mask	+6H	2c
Light Up Necklace	+6S	2c
Scary Mask	+9H	3c
Reflective Tape	+9S	3c
Glowing Mask	+9H+S	6c

Costume Accessories when worn grant the wearer a boost to their Health (H), Halloween Spirit (S), or both.

ITEMS			
#	Name	Bonus	C
1	Peanut Butter Cup	1D3 H	1c
2	Apple Cider	1D3 S	1c
3	Pumpkin Donut	1D6 H	2c
4	Pumpkin Soda	1D6 S	2c
5	Full Sized Candy Bar!	FULL HS	6c
6	Flashlight Batteries	Negates Dark	3c

Other items can restore lost health and Halloween Spirit. All items are usable only once. They can be used at any point in the game, even during combat. (The number to the left of the item name is used for trick-or-treat rolls.)

Section 4.0

PLAYING THE GAME



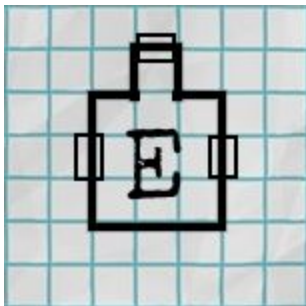
Begin the game by choosing a random square on the graph paper and generating the first room in the mortuary (the Mortuary Entrance).

To generate a room, roll 2D6. The number rolled in the number of squares in the room. These can be drawn in any way, shape, or form so long as they are orthogonally connected.

Next, roll 1D3. This is the number of new doors added in the room (in addition to any door you just used). Draw small rectangles to represent the doors along any single square's edge to designate an exit.

Each time you move through a door you will generate a new room in this manner. The Mortuary Entrance doesn't contain monsters.

In the example,
the player
rolled 2 dice.
One came up 6
and the other 4
for a total of
10. They then
built a room of
ten squares as



so. Next, they rolled 1 die. The result
was 6. Divided in half that is 3. 3
doors. The player then drew in three
smaller rectangles to designate
where the doors in the room are
located. Finally, the player marks
the first room with an E to show it is
the Entrance/Exit of the Mortuary. A
player may backtrack any time to the
Entrance if the game gets too hard.
However, they don't earn the extra
candy bonus for beating the Boss!

4.1 Doorways

When you leave a room, you will choose 1 door in the room to move through. Before moving through, however, you will need to make a Door Roll. Roll 1D6 on the door chart on the next page.



DOOR CHART

1	Unlocked	The door is unlocked and you may move through freely without stopping.
2	Stuck	The door appears to be stuck. Make a ST check to get through. If you fail you may lose 1 SPIRIT to reroll and try again.
3	Locked	The door is locked. Make a WI check to pick the lock. If you fail you may lose 1 SPIRIT to reroll and try again.
4	Trick!	The door has a spooky trick attached to it. You must make a WI check to not be scared. If you fail, lose 1D3 SPIRIT but still move through.

Once a door has been moved through, shade the doorway in black to show that you no longer have to roll when using that door. (This just makes tracking easier)

If there are multiple doors in a room, you can choose to attempt one door. If you fail, you can choose a different one. Retrying any stuck or locked door always requires a Halloween Spirit loss of 1. You MUST always make an attempt on a trick door once you've rolled it up--as the trick catches you unawares as you are attempting to go through.

4.2 Room Types

Each newly generated room you enter also has a Room Type that will make it slightly different from other rooms.

Upon entering a room, roll 1D6 on the Room Chart on the following page. Each type will have a lettered code for you to write inside the room to remind you.

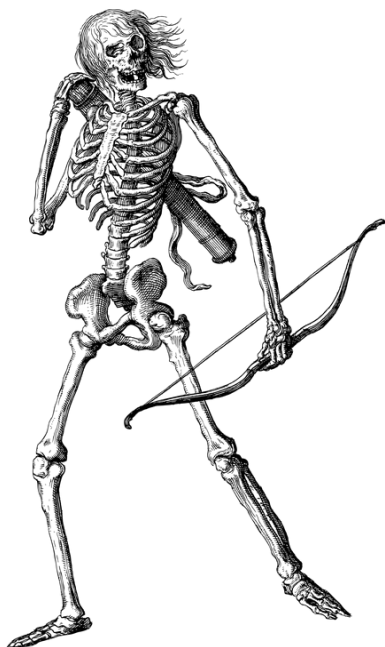
Some rooms types only add flavor to the story, but most will either include a trick, an obstacle, or a die roll modifier (usually +1) for one stat that makes things harder for you.



ROOM CHART

1	Dark Hall	H	A Dark Hallway. +1 to all rolls unless you have flashlight batteries.
2	Chapel	Ch	A quiet chapel. +1 Health when you complete the room.
3	Flower Room	F	All the flowers are dead here, reminding you of death. +1 on CH rolls.
4	Embalming Room	E	This room smells horrific. +1 WI rolls.
5	Morgue	M	This room is full of dead bodies. +1 to the monster roll.
6	Crypt	Cr	The crypt is old with a low ceiling and full of cobwebs. +1 on DE and ST rolls.

4.3 MONSTERS



Every room
has
monsters.
After
Entering
any room
and
rolling
its type,
roll 1D6 on
the
monster
chart to
generate
the
monsters
in the
room. Roll

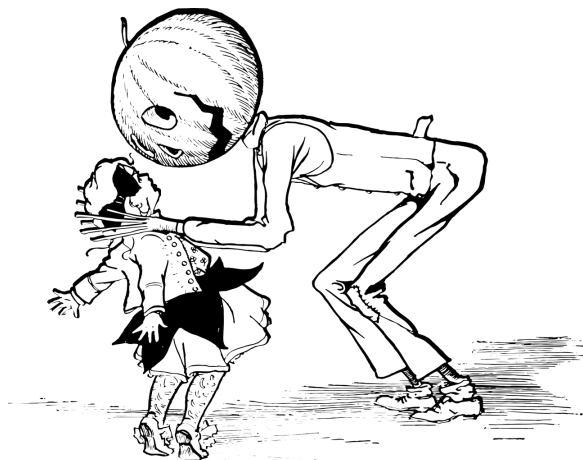
once to determine the monster type.
Roll a second time to determine the
number of that monster that appears
in the room. Each monster has a MAX

number that can appear in a room. Even if you roll higher, only the Max number will appear. Monsters also have a Health Damage (H-DMG), Halloween Spirit Damage (S-DMG), and Life Force (LF).

MONSTERS					
#	Monster	Max	H-DMG	S-DMG	LF
1	Spider	6	1	1	1
2	Bat	5	1D2	1D2	3
3	Zombie	4	1D3	1D3	6
4	Mummy	3	1D3+1	1D3+1	9
5	Vampire	2	1D6	1D6	12
6	Werewolf	1	1D6+1	1D6+1	15

Section 5.0

Combat



The instant you run into any monsters, combat begins.

Combat in All Hallows Eve is extremely simple and is completed in 3 easy steps each round.

1. **Bravery:** Check to see how brave you are.
2. **Ranged Combat:** If able, make a ranged attack against the monsters now.
3. **Melee Combat:** You MUST make a melee attack. Make a melee attack now.

Once all three steps are complete, start over from the top and repeat them all. Do this until all the monsters are defeated, you are defeated, or you have elected to run away.

5.1 BRAVERY

During the Bravery Step make a CH check. If you pass, gain 1 Halloween Spirit. If you fail, you lose Spirit according to the monster's S-DMG (Usually you have to roll a die to see how much). If your Spirit ever

reaches 0, all rolls take a +1 modifier to the die result as your character is losing faith in the Halloween Holiday.

5.2 Ranged Combat

IF (and only if) the current room is 4 squares or larger you may make a ranged attack. To make a ranged attack you must have a ranged weapon. Roll a DE stat check. If you succeed at the check, apply weapon damage to the monster's Life Force. (usually by rolling). Extra damage after a monster is defeated CAN'T roll over to other monsters in the room. You targeted a single monster with the attack.

5.3 Melee Combat

During Melee Combat you MUST make a melee attack using a ST check. If you succeed, apply the weapon's damage to

the monster's LF. (usually by rolling). However, in melee combat damage CAN roll over to multiple enemies. It is assumed you've sliced, stabbed, or bludgeoned through one enemy and into the next. However, if you FAIL, one monster in the room deals damage to you. Roll the monster's H-DMG and apply it to your health rating.

5.4 Defeated

If BOTH your Halloween Spirit and Health reach 0, you are defeated. You are forced to flee the mortuary in screaming fright. You lose ALL your current candy you are holding and ALL weapons/accessories/items but 2. However, you may regroup, gaining back your Health and Halloween Spirit. When you enter the mortuary again, you must start over. It seems the layout of this mysterious place has changed since your last visit.

5.5 RUNNING AWAY

After ALL steps of combat you can elect to run away by making a DE check. If you fail, one monster in the room deals damage and another round of combat begins. If you pass, choose any door in the room to escape through. If it is a door you haven't explored yet roll on the Doorway chart. If it is stuck or locked and you fail the roll, one monster in the room deals damage and combat resumes. If you escape, add a number to the room and record what monsters were left behind on a sheet of paper. They will be there if you return.

5.6 TRICK-OR-TREAT ROLLS

After you have cleared a room of all monsters roll 1D6. If you get a one through five you earn that much candy. If you roll a six, roll on the Items chart in the section on

Equipment. Each item is assigned a number. If you roll that number you find that item.

5.7 The Boss Monster

The boss of the mortuary is ME! Dr. Darkness! I will not appear until you've encountered all the other monsters on the chart at least once.



Once you've encountered all the monsters once, the very next room will contain ME! Dr. Darkness!

BOSS MONSTER				
Boss Monster	Max	H-DMG	S-DMG	LF
Dr. Darkness	1	2D6	2D6	20

Section 6.0

FINISHING THE GAME



After defeating, ME, Dr. Darkness, count up the number of rooms you explored. Earn 2 candy for each room. You then may automatically leave the mortuary through the “back door.” If you do not defeat Dr. Darkness, you don’t get the bonus candy.

6.1 Backtracking

At any point in the game, if things get too difficult, you may work your way backwards and return to rooms you already visited. If you ran away from a room, the monsters you left will still be there. If you left the room empty, roll 1D6. On a roll of 6, new monsters appear. Roll for monsters as normal. You may backtrack out of the mortuary through the Entrance/Exit, but don't earn a reward for completing the game. You can spend whatever candy you have on new items, weapons, accessories, or even eating it to level up before entering again.

6.2 Leveling Up

In between games you may eat 50 candies to add +1 to one stat. No stat can be higher than 5.

All Hallows Eve

Character Record Sheet

Name:

Clique:

Costume:

STATS



St



De



Wi



Ch

Proficiency:

WEAPONS

Ranged:

Melee:

ACCESSORIES

ITEMS

SPIRIT

HEALTH

CANDY



I'm Dr. Darkness!
Welcome to my
mortuary!