

Eridanius Rising

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GDC3

Shifting Forest Storyworks

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Thanks to all our playtesters!

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Table of Contents

General Information	3
What is a LARP?	5
What is a Parlor Larp?	6
How to Use this Book	7
A Guide to Directing	9
Parlor Larp General Rules	11
The Tale of Bob the Miller: Rules Examples	15
Game-Specific Information for Director	17
Public Background Overview	19
Secret Background Overview	20
Character Overview	21
Game Overview	22
Advice on Setup	24
Advice on Casting & Running	25
Larp-Specific Rules and Announcements	26
Character Summary Chart	28
Character Sheets—Director Copy	31
Player Materials	47
Rules Summary	49
Public Background Overview	51
Larp-Specific Rules and Announcements	52
Game Materials	53
Character Sheets—Player Copy	55

General Information

What is a LARP?

A larp is an activity involving several people in which the participants act out a story. Like a play or traditional improvisational theater, each participant generally acts out one character in real time. Unlike a play, the events and ending of the story are not predetermined. Unlike traditional improvisation, the starting situation and nature of the characters is predetermined.

All but one of the participants (the Players) depict characters in the story. They choose their own interpretation of whatever details are unspecified about the personality and background of the character, and use this to decide on the dialog and actions of their character. They are responsible for the strategic and thematically significant decisions of the character and thinking of the ideas that the character is likely to think of. Some value playing a character for the strategic challenge of trying to achieve the character's goals. Others value the vicarious experience of drama and emotion.

The last participant (the Director) is responsible for managing the larp and performing the many necessary tasks other than depicting main characters. These include general organization, playing minor characters, keeping track of the results of actions and the consequences of hidden aspects of the situation, sometimes introducing new elements or information to manage the plot, and adjudicating rules. The Director does not have the authority to dictate actions of other participants' characters.

Rules exist to represent skill differences between characters that do not exist between players and to resolve actions that cannot be directly acted out, either because they are unsafe (like fighting), or simply impractical/impossible (like magic).

Looking for more explanation? Just check out the detailed guide available on our website, www.shiftingforest.com.

DEFINITIONS:

Player: A participant whose sole role is the depiction of one important character.

Director: The participant managing the larp who performs the other tasks described above. Traditionally called the Game Master.

PC: A character depicted by a player.

NPC: A character depicted by the Director.

In Character (IC): Descriptive of actions, dialog, events or decisions actually made by the character and taking place in the fictional world.

Out of Character (OOC): Descriptive of actions, dialog, events or decisions involving the participants in the real world.

Roleplaying: The act of thinking as a character and deciding and depicting their actions, using the character's own decision making process. An action that is "roleplayed" is carried out by acting rather than abstracted within the rules.

Game: A specific time a larp is played.

THE FIRST RULE OF LARPING:

Always keep IC and OOC knowledge/motivations separate.

What is a Parlor Larp?

FORMAT AND MISSION:

Parlor Larps are designed to provide maximally accessible, artistically satisfying larp experiences to a relatively small group of 4- 8 players and 1 Director. All require little or no preparation, a normal sized living room, and take 4-5 hours.

THE ART FORM:

Parlor Larps are intended as something more than "just a game." While they are certainly a leisure activity, they are meant to be thought of as exercises in art as well as entertainment, and in that sense are more like theater games than board games, or even many traditional larps.

Like a play or novel, they are designed to provide an experience, provoke an emotional response or make the participants think. While elements of entertainment, fun and challenge will certainly be present frequently, many of the Parlor Larps are not, and are not intended to be, entirely pleasant experiences. (A successful portrayal of a frightening atmosphere is rewarding even though everyone is feeling frightened.) These larps will be much more successful and enjoyable if all participants keep this goal in mind.

CHARACTER DEVELOPMENT:

Unlike many other single-session larps, Parlor Larps ask players to fill in many details of their character before beginning to play. This personalization process is guided by a set of questions at the end of each character sheet. It helps turn the characters from a collection of goals and background information into real, fully-fleshed people, and also allows each player to identify better with his/her character.

All characters can be played by either gender, though each game has one preferred male and one preferred female character.

DON'T CONFLATE PLAYER AND CHARACTER SUCCESS!

While each character has his own goals, and many characters have directly opposing goals, it is critical to remember that the players are not competing with each other. The goal of each player is to effectively simulate and portray his character and work with the other participants to build a rewarding story. This is true for most larps, and is vital to the spirit of Parlor Larps.

Remember: If you produce a dramatic and compelling story, everybody wins.

How to use this Book

GENERAL INFORMATION:

All participants should read this section the first time they play a Parlor Larp, (except the Guide To Directing, which need only be read by the Director.)

DIRECTORS' SECTION:

Directors, and only Directors, should read this entire section ahead of time. This section contains secret story information and advice necessary to direct the larp, as well as Director copies of information given out to players.

Directors should read the Public Background Overview, and then Larp-Specific Rules & Announcements to players at the start of game.

Public Background Overview: Relevant background info that all the PCs know.

Secret Background Overview: Relevant background info that not all PCs know.

Player Character Overview: A quick summary of PCs and their roles in the larp.

Game Overview: A guide to the plot and progress of the game itself.

Larp-Specific Rules: Rule changes or additions for this particular larp.

Announcements: Useful OOC reminders and other info for the players.

Character Summary Chart: A quick summary of major relevant info for all PCs.

Character Sheets: The Director's copy of each character sheet.

PLAYER MATERIALS:

This section contains perforated pages that the Director can tear out of the booklet and hand to players as appropriate. Keep in mind that by default, players should not see other players' Character Sheets or Game Materials.

Rules Summary: A shortened version of the Parlor Larp Rules for reference.

Public Background Overview: A copy of the publicly known background info.

Rules and Announcements: A copy of the larp-specific rules and announcements.

Character Sheets: 8 character sheets to be given out, one per player.

Game Materials: Some larps have additional materials. See Setup Advice.

IC/OOC:

Agree on a symbol (e.g. crossed fingers) to indicate when speaking OOC.

INTERPRETING CHARACTER SHEETS:

Names: [Male option / Female option] Lastname. Or, Firstname Lastname.

Character Style (see next page): Found in upper left corner.

Age: Found in upper right corner. (Certain larps don't include ages.)

Apparent Identity: General idea of what type of person the character appears to be.

Real Identity: General idea of what type of person the character really is.

Goals: A character's goals at the beginning of the larp. Not set in stone; can change through new events and roleplaying. Given in roughly decreasing priority.

Abilities / Resists: See Rules

Inventory: A list of nonobvious items the PC has at the time

Questions: These questions refer to aspects of the character that were not previously specified, that the player should develop at start of game. Make sure to answer questions in accordance with the spirit of the specified parts of the character sheet. Potentially controversial answers should be checked with the Director first.

A NOTE ON GENDER:

All PCs can be played as either male or female, though each larp has one character that is preferentially male and one preferentially female. However, for the sake of saving space and standardization, all PCs (and some background characters of unfixed gender, such as "John/Jane Smith's spouse") will be referred to by default as "he".

PRIORITY OF CHARACTERS:

While 8 characters are always provided, each larp can run with as few as 4.

In the Character Overview and in the ordering of character sheets, PCs will always be listed in order of priority. This means that the first 4 should always be included, and each subsequent character should be added with each subsequent player. Using this order is critical to the balance of the game -- don't change it.

CHARACTER STYLES:

Each character has a 3-letter code representing its Character Style. This code is meant to describe what it's like to play the character to help players pick characters.

G/E: Goal or Emotion oriented. Gs are more rewarding to play when focusing on pursuing goals, and Es are more rewarding when focusing on depicting emotions.

L/D: Light or Dark personality. How depressing/disturbing the PC is.

S/C: Simple/Complex personality. Complexity of the PC's personality/motivations.

Each larp has one character of each style. All letters are given relative to the other characters in the larp (so in a Dark 5 larp, the Ls will be darker than in a Dark 1).

In general, all Ls can be darkened and all Ss can be made more complex if the player desires, but the converse is not true.

QUICK-DESCRIPTION CLASSIFICATION FOR PARLOR LARPS

(SEE UPPER RIGHT OF BACK COVER):

The classification system is designed to describe the emphases of each larp in order to give an idea of what it would be like to run and play.

PRIORITIES: The opening letters of the classification represent which of five major elements are present as priorities in the larp, in decreasing order of importance.

A: Atmosphere. A particular mood or feel to the larp

D: Discovery. The existence of IC unknowns and the need to find out about them

M: Morality. Moral dilemmas and complicated moral decisions

R: Relationships. Complicated or changing relationship dynamics

S: Strategy. A need to make strategic decisions in pursuit of goals

SCALES: A number from 0-5. 0 = barely present. 3 = average. 5 = maximal.

Dark: The prevalence of depressing or disturbing elements

DIR: The amount of Director plot intervention required, difficulty of Director role

NPC: The amount of time and effort the Director must expend playing an NPC(s)

CONTENT ADVISORIES:

NC: Normal content. Teenagers and older should be comfortable playing.

AC: Adult content. Contains themes/elements that may not be suitable for teens.

DC: Disturbing content. Contains themes/elements that some adults may not be comfortable with. Consider comfort level of everyone in group before playing.

A Guide to Directing

THE BASICS

WHAT DOES THE DIRECTOR DO?

The Director is the person who manages and simulates the universe of the story so that the players can focus on roleplaying their characters. He knows everything about what is really going on, and observes all aspects of the plot as it unfolds. He manages the game, gives descriptions, answers questions about the environment/situation, propagates effects of PCs' actions on the environment and on NPCs' actions, mediates Ability use, and sometimes mediates Conflicts.

The Director also filters information so that each player only knows what he needs to know in order to successfully play his character. Most players find that having a lot of significant knowledge OOC but not IC can get distracting or confusing.

NPCs:

In some larps the Director also physically roleplays an NPC at the same time as his other duties. When doing so, it's fine to move in and out of character as long as it's clear which is which. However, he should take both roleplaying and directing responsibilities into consideration when determining the NPC's actions and timing.

THE DIRECTOR'S OBJECTIVES:

The primary objective of the Director is to produce a satisfying experience for all participants. There are two parts of this: making sure each player is satisfied with his PC's involvement, and making sure that the flow of the collective story is satisfactory.

The first involves making sure that each PC cares about what's going on, always has something to do and is capable of seriously affecting events that matter to him.

The second involves keeping the flow of events roughly within the intended progress, guiding the story to rising action, climax, and an ending that feels conclusive, as well as timing events to be as interesting and dramatic as reasonably possible.

STEP-BY-STEP GUIDE TO DIRECTING A PARLOR LARP

Make sure you are familiar with all the General Information.

Read all the Game-Specific Info, ideally at least an hour before playing. Make sure you know all of it, including character sheets. Important details may only be stated once.

Set up the room according to Advice on Setup.

Gather your players and explain the gist of the game.

Go through PCs. Describe them by name, style, age, and Apparent Identity.

Distribute character sheets, but don't let the players read them in detail yet.

If the players don't know the rules, go over them.

Read aloud Public Background Overview.

Let the players read and answer the questions on their sheets in private. When they are done, quickly go over the character with them--you don't need to know the answer to every question, but get an idea of each character. Give out props at this time.

Have players of PCs with significant relationships (e.g. married couples) go over their PCs' personalities and relationship together before start of game..

Gather everyone together and read the Game-Specific Rules and Announcements.

Run the game!

Afterwards, players tend to enjoy a wrapup to discuss what was going on.

ADVICE ON DIRECTING

PHYSICAL BEHAVIOR:

Maintaining atmosphere and keeping everyone in character as much as possible are critical to a successful larp. Thus the Director's involvement must be very unobtrusive when not playing an NPC: Stay in an unused corner. Don't interact with any props (even chairs). Ask and answer questions as discreetly and quietly as possible. Avoid interrupting important moments. Don't referee conflicts that the players can manage themselves. The Director is invisible IC, and therefore shouldn't be a social presence.

However, you should still move around and query players every once in a while so as to keep track of what is going on with everyone. You will also occasionally have to give expositions of events or people to all parties present-- at these times, interrupt clearly and briefly. Make sure everybody hears you the first time.

UNDERSTANDING PLAYERS AND CHARACTERS:

The more you understand each PC's priorities and way of thinking, the more easily you can guide events in directions that will seriously matter to the characters. The story is about them-- it should evoke ideas, themes, and interactions they care about.

PACING AND ACTION:

Timing makes the difference between a story and a three-hour sequence of events. Time background events and NPC actions so that they contribute to rather than detract from the flow of the plot. Each conflict/situation should be thoroughly addressed: Don't interrupt situations that have not been thoroughly explored with new problems. Don't introduce an event until a few PCs are in a position to properly address it. Don't add lesser plot points to a major plot point in such a way that they will draw attention away from what really matters. Keep in mind that even things like responses from background characters (like servants on errands) will contribute new material.

Be aware that at many times nothing will appear to be happening from the Director's point of view, but the same may not be true of the players'. Do not be afraid of twenty minute lulls. On the other hand, do check with players in a lull to see if they feel involved. If they're not, don't be afraid to give advice or, in more extreme cases, tweak events to make sure things get rolling again. A half hour lull is a problem.

Parlor Larps are written to take approximately three to three and a half hours-- the game will be most rewarding if you pace it to last about that long.

MAKING UP ANSWERS:

You will frequently have to answer questions about a given situation. When doing so, answer based on what is consistent with booklet information and previous answers, generally logical, appropriate to atmosphere and genre, compatible with pacing, interesting for the plot, unlikely to upset or derail the plot, feels fair to the players, and will leave you ample room later to guide the game in a variety of directions.

EXERCISING INITIATIVE AND MAKING EXCEPTIONS:

Parlor Larps are written to save the Director from having to spontaneously take major guesses or make up important plot. However, every Director will run into situations where it seems most beneficial to the game to depart from or override aspects of the scenario. The following is advice to keep in mind when doing so:

Understand the scenario so that you will be able to understand the consequences of your changes. Be selfish: always leave yourself as much room to maneuver as you can, and commit to as little future improvisation as you can. Remember that the bigger the change, the more likely it is to get out of hand. Pay careful attention to how your change draws the PCs' focus, and watch out for pacing.

Most importantly, identify and play to your own strengths. Make it so that any additional work you have to do is work that you understand and comes naturally to you.

Parlor Larp General Rules

RULES IN LARPING:

In a larp, most normal activity is simply acted out, with roleplaying and common sense determining the effectiveness of social interactions. The rules exist as a means to simulate characters' actions and capabilities that cannot be safely or effectively acted out.

FUNCTION LEVELS:

Each character, by default, starts at Function Level 5. A character's FL represents the condition the character is in and their ability to act, both physically and psychologically, and can increase or decrease over the course of the larp as a result of harm or recovery.

In general, a character at FL 5 is essentially unharmed and in good shape, at FL 4 is in an unpleasant but not particularly disabling state, at FL 3 is somewhat disabled, at FL 2 cannot perform most activities, and at FL 1 can do little other than speak. If a character is ever reduced to FL 0, s/he is out of the game and completely unable to affect the plot thereafter. It is impossible to go higher than FL 5 or lower than FL 0.

DAMAGE AND RECOVERY:

Decrease of FL is called Damage, but represents any long term harm to effectiveness, not just physical injury. Increase of FL is called Recovery and represents either fixing or making up for previous harm to the character. Change in general is abbreviated DR.

DR is mostly done to a character through Abilities. Each Ability causes DR in a slightly different way, so it is important that each player keep track of what specific injuries/recoveries his character's DR represents, as well as what FL the character is at.

In most cases, DR is explicitly called for by the rules, but if a player decides that his character would be seriously affected either way by what has happened, he can change his character's FL accordingly, subject to Director approval.

REMOVAL FROM THE GAME:

A character that is taken to FL 0 is removed from the game. Specifically, he is removed by the type of damage dealt in that last blow. All previous damage is simply interpreted as making it easier to deal the last blow. Thus, if a character is removed by being punched, he is probably unconscious, but if he is removed by being intimidated, he is probably hiding in a corner unable to do anything.

ABILITIES:

Abilities are actions that a character can take with success determined by rules rather than roleplaying. Abilities are divided into Conflict Abilities and Non-Conflict Abilities. Non-Conflict Abilities always work; Conflict Abilities start Conflicts in which other characters can use other abilities to oppose them.

Abilities are given in the following format:

NAME x [# of uses] (RANGE OF FLs) [bonus]: DESCRIPTION OF EFFECT (amt DR) (resist type)

Examples:

Intimidate x3 (4-5) 1: Make someone back down (-FL3) (S)

Flatter x1 (3-5): Make someone feel unduly proud of themselves (+1) (E)

Spark (1-3): Briefly create a tiny flame by magic

of uses = the number of times that ability may be used during the Larp. If none is listed, the ability may be used as many times as the opportunity arises.
Range of FLs = the range of the user's FLs at which the ability may be used. If a character's FL is outside the range, he may not use that ability.
Bonus = a number from -3 to 3 that represents the character's effectiveness at using that ability against opposition. +/-1 = significant, +/- 2 = extraordinary, +/-3 = world class. (Conflict abilities only.)
Amt DR= DR caused by the ability, if applicable. -/+ FL# indicates that it takes the target down/up to that FL, respectively. -/+ # indicates that the target loses/gains that number of FLs.
Type = type of Resist required to block the ability. P = Physical, S = Social, E = Emotional, NR = Not Resistable, P/S = Physical or Social, whichever is higher. Other letters for other Resists. (Conflict abilities only.)
Special exceptions to abilities are given in the Special section of the character sheet

CONFLICTS:

A conflict occurs when two or more people use opposing abilities. Conflicts need not be physical; two people attempting to intimidate each other also counts.

Whenever anybody uses an ability listed under Conflict Abilities, everybody able to participate in the conflict is invited to do so simultaneously. To participate is not necessary to be directly involved in the action that starts the conflict—one simply has to be taking an action in reaction to other actions taking place.

If a player thinks that his/her character would be too surprised to immediately respond, he should wait until after the conflict to respond, though he still Resists.

CONFLICT RESOLUTION

DECLARING ACTIONS:

Conflict resolution works as follows: First, participants state their intended actions. Others are invited to participate, stop participating, or change their own intended actions in light of the intended actions of others. (In the rare case that this causes an endless circle, everybody should choose actions simultaneously in secret.)

A participant can declare his/her intended action as contingent on the success or failure of another action (e.g. only running away if his partner dies.). He can also declare that he is not acting, and simply focusing on Resisting as a primary action.

RESISTING:

Every participant in a conflict is always by default Resisting, even if he is performing another action at the same time. This means that the character is trying not to be affected by hostile actions of others. There are three default types of Resists: Physical, Social, and Emotional. Certain larps may change types of Resists. A character always uses all Resists he has at the same time.

Each type of Resist behaves like an ability with a bonus of the Resist number (see bottom left of character sheet) whose effect is to prevent all undesired actions corresponding to that type of Resist from affecting the user.

Note that most actions don't need to be resisted. By default, especially in small conflicts, a player can choose to just permit an action targeting his PC for simplicity, or because he wants it to succeed.

An ability that takes a <type> Resist is called a <type> ability.

BIDDING:

After all intended actions are established, all participants then simultaneously Bid Damage. Bidding means secretly choosing an amount of damage (in FLs) the player is willing for his/her character to risk getting in order to increase the character's action's chance of success.

This is not to say that the character explicitly decides to get damaged in order to succeed-- whether and how much to bid is an OOC decision that is based on the player's judgment of how likely the character is to seriously push for his intended result despite chance of physical or psychological trauma.

No matter how dedicated the character is, however, bid sizes are also limited by the amount of damage the character can plausibly get in the conflict, and each participant is responsible for determining a plausible IC reason to take the amount of damage he bid.. For example, in most cases it is implausible to take more than 1 damage in a petty argument, but any amount of damage is possible in a gun fight. Keep in mind that losing an FL is important, and by default players should not bid.

Bids only apply to a character's primary action. This means that if a character is doing a normal action, the bid does not increase his chances of Resisting. If, however, he is only Resisting, then the bid will increase the chance of all Resists succeeding. Damage that was bid only actually occurs if the action is in any way successful.

When all bids are decided, all participants hold out 0-5 fingers behind their backs corresponding to the size of their bids, then show them at the same time.

RANKING:

Participants then calculate totals by adding their ability bonus and bid. (We recommend then holding out fingers for totals, for efficiency.) If a character is primarily Resisting, any bid he made is added to all his Resist totals.

At this point, participants sort out which attempted actions execute by ranking all participants by their totals, from highest to lowest, with ties broken randomly (such as with rock-paper-scissors).

Actions take place in order, starting from the highest. If a previous action causes a character to have too low an FL to perform his intended action, or simply prevents that action from occurring (e.g. a Resist), that action is cancelled. In essence, a Resist cancels all lower-ranked effects of the relevant Resist type on that character.

If any part of an action succeeded, then the bid goes into effect immediately after the action executes.

It's important to note that when an intended action gets cancelled because of effects of earlier actions, any limited-use abilities spent to attempt the action are still used up, but any damage bid does not occur.

ARTIFACTS

Artifacts are items that make it easier for a character to cause DR, often as a conflict action. The most common type of artifacts are weapons, which obviously cause damage. However, artifacts like drugs may cause recovery.

Certain characters may have abilities that make them good at using an artifact, but by default, characters simply use artifacts with their General Physical ability. If an artifact use action succeeds, then the target is DRed an amount according to the DR amount of the artifact (exactly the same as using an ability that normally causes DR on its own).

In certain cases, artifact use abilities override DR amounts on an artifact, either by the description, or by being themselves fixed DR (i.e. -/+ FL#). Artifact use abilities that are themselves unfixed DR (i.e. -/+ #) stack with the artifact's own DR amount.

By default, knives are (-1) and guns are (-2).

AFTER RESOLUTION:

After the above process is complete, characters may elect to use more abilities in response to the results. This opens a new round of the conflict in which anybody involved can use abilities and the rules for resolution are the same. This process repeats until a round happens in which nobody uses an ability. Then roleplaying can resume.

After a block of conflict is resolved, we recommend playing out as much of the determined actions as possible (without really hurting anybody, of course). This is especially helpful when a conflict ability used corresponded to IC dialog—it is useful for future dialog to know exactly what the characters said.

The Tale of Bob the Surgeon: A Few Examples of Conflict Resolution

Bob the Surgeon is strolling through a park, enjoying the flowers. His wife, Meg the Engineer uses her "Get Bob to Come Home" ability. (She chooses to do this because she has the ability—if she didn't, she could still simply try to talk him into going home through roleplaying.)

Bob does not want to go home, and chooses to Resist (in this case, only his "Social Resist" matters, since the only power being used against him is social). Bob's player thinks that Bob finds this is important enough that he should bid 1 to Resist, which he defines to represent damage from the frustration. Meg's player decides Meg doesn't consider the matter important enough to bid. Bob has a bonus of 0 to "Social Resist" and Meg has a bonus of 1 to "Get Bob to Come Home." Consequently, both of them have totals of 1.

The tie is resolved by rock-paper-scissors. Bob wins—his Social Resist is ranked higher, and therefore executes first, blocking any Social powers used against him for the rest of the round. Since he has bid 1 to use it, he is reduced to FL 4 as soon as he resists. When they play it out, Meg still acts out trying to talk him into going home, but he is prepared to say no, although he gets frustrated at her. Meg's ability is used up, so she cannot try again.

Bob has a non-conflict ability called "Independence" which allows him to recover 1 FL of damage whenever he successfully resists his wife. Since he's just resisted Meg, he can use it, and he is restored to FL 5. Since it's a non-conflict ability, it doesn't create a conflict and Meg can't prevent it.

After this has occurred, Meg does not drop the conflict, but starts a new one by immediately trying a more desperate tactic. She uses her "Guilt Trip" ability, an emotional attack which does actual damage. Bob decides to flee the park; since he doesn't have a specific ability that lets him do this, it counts as a "General Physical." Zagrabas the Restaurateur, who is also walking by, uses his social ability "Tease" on Bob to embarrass him into staying and standing up to his wife.

Bob has a "General Physical" of 0, and again bids 1. Meg has a "Guilt Trip" of 1, and doesn't bid. Zagrabas has a "Tease" of 0, but a special ability that gives him a bonus of 1 to social abilities immediately after taking a refreshing walk. In addition, Zagrabas cares so much about encouraging Bob to stand up for himself that his player decides that he bids 1 FL of damage, representing the social awkwardness of forcefully intruding on a private argument. This gives Zagrabas a total of 2, while Bob and Meg both have totals of 1.

Zagrabas goes first, beating Bob's social resist of -1, and forces Bob to stay; right after his action executes, his bid executes, reducing him to FL 4. Bob's action contradicts this and would have executed after, so it gets cancelled. Since his action didn't happen, his bid gets cancelled as well. Meg can still do her action, and she beats Bob's emotional resist of 0. Her power immediately takes the target to FL 3, and since Bob's current FL is greater than that, he is reduced to FL 3.

They pause to act out the actions of the round. Bob turns to leave, but Zagrabas starts mocking Bob for caving into his wife, whom he describes in unflattering terms. Bob turns back to confront her as she starts making him feel guilty.

Because Zagrabas succeeded during the previous round, Bob stands up for himself, using his "Complain" ability to do damage to Meg. Meg, meanwhile, tries to get revenge at Zagrabas for what he said about her, using her "General Physical" ability and

her unusual, extra-heavy purse (which does the same damage as a knife). Zagrabas gets angry at Meg, and uses "Embarrass" (an emotional attack) to humiliate her for 1 FL of damage, hoping she will then leave. A passerby uses "Instantly Summon Police." When Meg learns this, she decides that she only wants to attack Zagrabas if the police haven't arrived yet. At the same time, an unnamed shady character wishes to slip out before the police arrive, using a "General Physical." Unk the Lawyer, in the escalating argument, tries to use his "Threaten to Sue" ability on Zagrabas because he hates restaurateurs.

Meanwhile, Unk's pet platypus Eggy and Zagrabas' pet echidna Etch each fight to help their masters. Eggy declares that he wants to use his "Speedy Attack" ability to do physical injury to Zagrabas. Hearing this, Etch decides to attack Eggy in his master's defense. Eggy declares that if he is being attacked, he would rather fight his attacker instead of Zagrabas, and Etch decides that he still wants to attack Eggy anyway to demonstrate his loyalty. So Eggy instead uses his ability to attack Etch, while Etch uses his General Physical to poke Eggy with his spines, even though he can't actually cause damage using general physical without an artifact. Thus the fight between the two pets becomes a completely separate conflict happening at the same time.

Bob's bonus is -2, and he is so drained by Meg's guilt trip that he has nothing extra to throw into it, so he doesn't bid. Meg has a bonus of 0, and bids 1 because she's gotten angry and reckless. Zagrabas has a bonus of 2, but all of his Resists are 1. He would like to bid to increase his Resists, but because he is performing an action besides Resisting, his bid could only apply to the action, so he doesn't bid. The passerby has a bonus of 1, the shady character has a bonus of 3, and Unk has a bonus of 2. Finally, the pets both have attacks of -2 and all Resists at -1 (being only pets). None of these people are invested enough to bid.

The shady character goes first at 3, and leaves. Since nobody's action is contradicted by this, everyone else's actions still have the possibility of happening normally.

Unk and Zagrabas are tied at 2. Unk beats Zagrabas' Resist, but the order matters since Zagrabas can only use Embarrass at FL 3 or higher, is currently at FL4, and Unk's lawsuit always does 2 damage. Zagrabas has a single use non-conflict ability that lets him win a tie due to being extremely lucky. He uses it, and humiliates Meg before Unk threatens him. Then he is reduced to FL2.

Now Meg and the passerby both have totals of 1, and Zagrabas has a physical resist of 1. Meg won't attack Zagrabas if the police are there, and has to beat Zagrabas' Resist, so all three throw rock-paper-scissors together (even though it doesn't matter whether Zagrabas or the passerby goes first, as long as one of them beats Meg). Meg wins, and hits Zagrabas with her purse, since she won't react to something that hasn't happened yet. Her purse always does 1 FL of damage, so Zagrabas is reduced to FL 1. Then the passerby summons the police, who see everything that happens, but are too surprised to react until this set of actions have resolved.

Now, at -2, Bob complains to Meg and both animals attack each other. None of these activities contradict each other, so the order doesn't matter, but all the actions lose to the corresponding Resist.

Now that the police are here, Meg's player gets Director approval to take 1 FL of voluntary damage to represent her fear of getting in trouble for caught disturbing the peace by hitting people in a public park, bringing her down to FL3.

Since the police are present, people have to be careful about what they do. Unk uses a social ability, "Slander," to make Zagrabas out to be a violent criminal. Bob decides to try to make Meg feel better using his "Shelter" ability, which recovers someone 1 FL by offering to protect them from danger. Meg is so surprised at this that she fails to take any action, but she decides that the way Bob is helping her is too demeaning, and Resists it. Since the police don't care about the pets, Eggy and Etch attack each other again, and this time each bid 2 because, with Zagrabas so injured, they're both willing to risk serious physical injury to try to hurt the other. No one else bids.

Unk has a bonus of 2, which overcomes Zagrabas' Resist of 1. It does 1 FL of

damage, reducing Zgrabas to FL 0. Zgrabas is so reviled as a criminal that he can no longer affect the game, and is removed from play. His previous damage contributes to this—for instance the bruise from the purse makes him look less respectable—but it is the final ability which determines why he is removed. Bob has a bonus of 0, while Meg's Resist is 1, so Bob is unable to heal her. Finally, Eggy and Etch have totals of 0, so Eggy does 1 FL of damage to Etch while Etch (who used a "General Physical") succeeds in poking Eggy with his spines, but does no damage to him. Finally, they act out the results, with Unk openly accusing Zgrabas of being a criminal and Bob trying to comfort Meg and she rebuffs him, while the pets fight dedicatedly in the background.

Game-Specific Information for Director

Public Background Overview

Henry Delacroix is a very rich, very eccentric man with houses in many parts of the world. He has invited the PCs to his house in Antarctica for his 60th birthday party. All people have met and talked to Henry, but few know each other very well. The time is Southern Hemisphere winter; the sun never comes out. The House has a view of Mt. Erebus, the tallest mountain in Antarctica and an active volcano, and the Ross Ice Shelf, a towering cliff wall of ice extending far off shore.

The larp begins with Henry inviting the PCs into his sitting room in the basement. The thermostat is set to 90 degrees Fahrenheit to show off how much heat Henry can afford in Antarctica. Inside the room are couches and a desk with Henry's computer. The room has no windows, but there is a flat panel display showing a live satellite image of the Ross Ice Shelf. The guests arrive in this room and the party begins.

Secret Background Overview

Henry is an important member of the Church of Persephone, a group that worships Persephone and believes that she is trapped in Hell by the Judeo-Christian god. The design of the larp deliberately leaves ambiguous what the theological truth is. Directors may choose to adopt a particular interpretation, but this text will only settle what is likely to be observed.

Heaven, Hell, God and most trappings of Christianity exist. People who die tend to go to Heaven, Hell or Purgatory according to their actions and beliefs. Ethnic Jews really are the original chosen people of God and are somewhat protected in life. This is the explanation for L. Abrams immunity to hostile magic. Persephone exists and is really trapped in the deepest circle of Hell, frozen in ice. Virtuous people who are not Christian tend to go to Limbo, a part of Hell without torment but without hope and full of longing. Hell is under Antarctica and the Ross Ice Shelf prevents souls from escaping it, serving as an impenetrable wall of ice.

It is not established how close God is to the Christian conception, nor whether Persephone is really a rival god or just some sort of demon claiming to be a god.

Henry and others have been trying to help the people in Hell rebel and escape along with Persephone to fight God. To this end they have been encouraging global warming in order to break up the Ross Ice Shelf. They have also been magically contacting souls in hell to spread the word.

Contacting a dead person requires putting a living person in their exact emotional state and then calling the dead person's true name. This can be achieved by very good acting, but emotion control magic is preferable. One of the hard parts is knowing the dead person's exact place in Hell so that one can gauge the emotional affects of their torment. Henry together with others have contacted a great many spirits in various parts of Hell. The people in Limbo, inspired by modern ideals of tolerance, are ready and willing to rebel against God. The others are a bit too traumatized.

Henry has also been working on a project to contact Persephone herself. This was first tried by normal means without success, but eventually Henry resorted to more brutal methods of causing a person to be in the proper emotional state. He demanded L. Abrams, a person who worked for Henry criminally and who was emotionally and financially dependent on him, to hand over his daughter Becca. He enlisted the aid of his secretary M. Lawrence, a serial killer, to hurt Becca in such a way as to make her feel the proper pains and lack of hope. It helped that Persephone was usually depicted as a child. This effort failed and Becca died and the entire incident made Henry quite uncomfortable.

Character Overview

(Listed in order of decreasing necessity for smaller-group games.)

ALEX/ALICE VENTURA: ELC. A. Ventura is a dedicated musician who was Henry's student in the Church of Persephone and his former lover. He learned the magic of manipulating emotion with music and used it to help contact spirits in Hell. He is the key to contacting and freeing Persephone.

MICHAEL/MICHELE LAWRENCE (PREFERRED MALE): GDS. M. Lawrence is Henry's secretary and a serial killer. He helped Henry kill Becca Abrams but does not know the supernatural reasons why. He mostly wants power and influence to protect himself.

LEVY/LEAH ABRAMS (PREFERRED FEMALE): EDC. L. Abrams is a poor person who is emotionally and financially dependant on Henry even though Henry treats him badly and forces him to commit various crimes for Henry's benefit. He is the parent of Becca Abrams and gave her up to certain death because of a twisted loyalty to Henry.

RAMON/RAMONA CHILLINGWORTH: GLC. R. Chillingworth is Henry's accountant and a Catholic priest (or nun if female). He is a devout convert and will represent the side of Christianity quite faithfully.

CHRISTOPHER/CHRISTINA SCHILD: GLS. C. Schild is another member of the Church of Persephone, but not one who practices magic. He was convinced by rational argument, which is a high value of his. He pretends to be Catholic still and teaches theology at a Catholic University.

JOHNNY/JENNY MACK: EDS. J. Mack is a college student who is in love with, dating and supported by Henry. He is a religious Catholic and believes what he is doing is wrong but needs Henry. He is in denial and thinks that Henry loves him back.

MORGAN/MORGANA LEWIS: GDC. M. Lewis is Henry's ex-lover and his tennis teacher. He has come to this party for revenge to destroy Henry and everything and everyone he cares about. He is a force for random destruction that highlights the nature of Henry.

IVAN/INGA BROWN: ELS. I. Brown is a high school drama teacher and Henry's childhood friend. He hasn't seen Henry in decades, is a relatively normal person and has no idea what is going on. Who knows how he will respond.

Game Overview

STARTING ACTION AND PLAYING HENRY:

The first period of time should be spent with Henry introducing everybody and trying to start conversation in the party. Henry should be played as stereotypically nervous, awkward and arrogant. He should everyone except C. Schild and I. Brown as if he owns them. At an appropriate moment, less than half an hour into the game, when maximum awkwardness has been achieved, the Ross Ice Shelf will break up. Henry will react to this with a mix of triumph and vague panic. He will take out a snow globe and prance around for a while, expecting it to look different and despairing more and more when it won't change. After a few minutes of this, he will put down the globe, look at A. Ventura and say "something must be wrong," and calmly take out a gun from his pocket and shoot himself in the head, dying instantly. At this moment, the ghost of Becca Abrams arrives and traps everybody in the room.

One modification applies if the eighth character, I. Brown, is in play. In this case, keep Henry alive longer, as much as an hour if people stay engaged that long (although they may not), and make sure he interacts with I. Brown.

THE ROOM:

Becca can trap everybody in the room by locking the doors, which are too strong for anybody to break. There is no internet access from the computer. The computer contains a plan for the ritual in which Becca was murdered and accounts of various attempts to contact various people in Hell, some successful some not. The display still shows the Ross Ice Shelf and cannot be broken.

BECCA ABRAMS:

Becca Abrams has escaped from Limbo and would normally be reincarnated, but cannot rest until her death is avenged. Henry is already dead, but L. Abrams and M. Lawrence must die for her to be avenged and reborn.

She is seven years old and should not be played as overly intelligent. From her life she was taught a strong Jewish faith, but it was shaken by being sent to Hell. She kept her desire to be good and make her parent proud. Being so soon from Limbo, much of her personality is dominated by longing. Longing to be accepted, by God, her parent, and all people. Longing for physical comfort she cannot receive. Longing for rest. She also has not a little anger and bitterness at her undeserved fate. Some is directed at her parent for betraying her, some at the Persephonists for killing her, some at Christians for her time in Hell. She hates everyone present, to some extent, just for being associated to Henry.

Becca has the following powers:

- She moves about the room incorporeally and can see and hear things.

- She can be visible but transparent or totally invisible at will.

- She can speak or make noise and be heard by whichever subset of people she pleases.

- She knows what sins people have committed and what their place in Hell is.

- She can briefly and occasionally make physical contact with people and objects.

 - She can hold but cannot be held. In this way she can attack, but cannot be harmed. Possession of a cross prevents her touch.

- She can give people terrible visions and hallucinations from deep within their psyche.

 - Those afflicted are incapable of ever talking about it.

- She can possess a body permanently and gain new life within it sending its occupier to their place in heaven or hell, if given consent, even by trickery.

- She has the following conflict abilities and cannot bid or otherwise take damage:

General Physical Actions -2: Physical actions, not otherwise covered (P)
Combat -1: Do damage armed or unarmed (P)
Tantrum 1: Throw a serious tantrum, making the target uncomfortable (-1) (S)
Inspire Despair 1: Magically inspire despair in someone (-FL 3) (E)
All Resists: 3

Becca's situation can be resolved one of several ways. If she can possess a body she will be securely alive and can live out its life. If she is subsequently baptized she can go to heaven. She will instantly die at that point by some accident out of God's pity. If she is fully avenged by the deaths of Abrams and Lawrence, she will find rest and be reincarnated as another human infant somewhere. If Persephone is freed she will be swept along to fight and go to an uncertain fate along with the rest of the world. If the rebellion in Hell is put down, she will sink back down into Limbo.

PERSEPHONE AND THE SNOW GLOBE:

The snow globe magically conveys the state of Persephone. The season it depicts shows her state. While she is trapped with no obvious hope of escape, it is winter. While she is fighting to be free or warring with God it is spring. If she ever is successful it will be summer. If she is in danger again, it will be fall.

The people of Limbo escape when the ice caps melt. Others in hell do not hear the word, because they are too deep. So Persephone cannot escape unless she is informed. To do so A. Ventura must contact Persephone by putting somebody in her emotional state. That person will channel Persephone and can be given the news. If that happens Persephone will have a surge of hope and have a chance to free herself, turning the snow globe to spring.

If Becca Abrams goes to heaven after possessing a body and being baptized, God will take pity on the people in Limbo and promise to raise the most deserving to heaven if they cease rebelling. This will convince many and cause the rebellion to fail even if Persephone has been warned. Either way the war in hell will be over at the end of the three-hour larp. If Persephone is warned and Becca not in heaven, she will then be freed. Otherwise the rebellion will be put down and the rebel spirits returned to hell.

Advice on Setup

- A normal comfortable room is appropriate.
- If possible, turn on the heat too high. It adds to the atmosphere and reminds people of Hell.
- Use a room with lots of books or bring books into the room. Ideally include a lot of books on philosophy, mythology or religion. Ancient history is also appropriate. If at all possible, include Dante's *Inferno*. It should be available at any library.
- Props are not very important, but using squirt guns for guns is still recommended. Henry's gun is the higher priority to add to the drama of his suicide.
- Chose some feature or window to represent the display. It's important to be able to obviously watch it.

Advice on Casting & Running

ADVICE ON CASTING:

- L. Abrams is a difficult and disturbing part. Make sure that it goes to somebody who will play it maturely.
- J. Mack is more emotion oriented than most of the E's. People will probably not enjoy this character if they need a goal-oriented experience. Keep this in mind when casting.
- Pay primary attention to the G/E characteristics when casting. The G characters in this larp are very goal-oriented, and the E characters are very emotion-oriented.

ADVICE ON RUNNING:

- Isolate people. Liberally use any technique that emotionally separates the characters from each other.
- When improvising the supernatural, such as if dead people in Hell are contacted, add unexplained details that give a sense that the characters don't know everything that's going on.
- Becca is your control valve for the pacing. She can always plausibly get upset and her emotions add to the activity level.

Larp-Specific Rules and Beginning Announcements

(Read this to your players at start of game)

LARP-SPECIFIC RULES:

- None

BEGINNING ANNOUNCEMENTS:

- Remember that virtually no one here has any experience with the supernatural and most are not particularly inclined to believe in it. Denial is an important part of the genre. Each reminder that things are not as they are believed to be should be scary and upsetting.
- Pay attention to the characters age and status differences. You should not treat somebody twice your age the same as you do your peers.
- There are relatively few actions needed to resolve this plot. Do not worry about taking the time to express your characters emotional reactions and decide how to react.

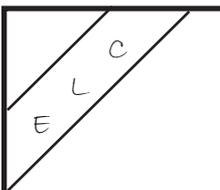
Character

CHARACTER	STYLE	IDENTITY	ADVANTAGES	GOALS
Alex/Alice Ventura	ELC	Musician Henry's apprentice	Music powers Easy recovery Most knowledge	Pursue art Find patron Maybe pay debt
Michael/Michele Lawrence	GDS	Secretary Serial killer	High Resists Physical abilities Forensics	Get away with it Gain resources Kill
Levy/Leah Abrams	EDC	Friend Becca's parent	Fighting Magic Immunity Scams	Redeem self
Ramon/Ramona Chillingworth	GLC	Accountant Priest/nun	Ward evil Religious authority	Avoid sin Convert people Help the needy
Christopher/Christina Schild	GLS	Theology Professor Persephist	Argument powers Plant Idea Scholarship	Last till Summer Learn about Pers. Pretend to be Cath.
Johnny/Jenny Mack	EDS	College student lover	Satisfy Ward Evil Cannot distract	Survive physically and emotionally Make up with God
Morgan/Morgana Lewis	GDC	Tennis instructor Ex-Lover	Gun Scathing remark Good physicals	Destroy Henry in every way and everybody he loved.
Ivan/Inga Brown	ELS	Teacher Childhood best friend	Social powers Acting Teaching	Curiosity about Henry and his friends etc.

Summary Chart

HOW BECCA FEELS ABOUT THEM AND HER MOTIVES FOR ANGER AT THEM.	RELIGION	PLACE IN AFTERLIFE AT THE START OF THE LARP
Hates him for being one of the Persephists who was involved in Henry's attempts to contact Hell.	Church of Persephone	Limbo, 1 st Circle of Hell For virtuous pagans
Hates and is terrified of him for hurting and killing her.	None or any	7 th Circle of Hell For violence against others
Loves him as a parent and wants him to be pleased but feels abandoned and betrayed and angry.	Jewish	9 th Circle of Hell For betrayal of family
Resents him as a Christian and symbol of Christianity which has sent her to Hell.	Catholic	Heaven
Distrust and fear because he is a member of the Church of Persephone but does not blame him as much.	Church of Persephone	6 th Circle of Hell For Heresy
Resents him for loving Henry whom she hates and fears as well as for being Christian.	Catholic	2 nd Circle of Hell For Lust
Resents him for loving Henry, sympathetic toward him for hating Henry and is generally confused about him	None or any	5 th Circle of Hell For Wrath
Details depend on his personality but there is some guilt by association to Henry.	Variable	<i>variable</i>

Exidanius Rising



Age
32

[Alex / Alice] Ventura

APPARENT IDENTITY: Musician

REAL IDENTITY: Initiate of the Church of Persephone

BACKGROUND: Music has always been your highest calling. You've been playing multiple instruments and playing them well since you were a child. You live by and for your music. Henry is your patron and teacher though he is not a musician. He knows the lore of Persephone by which music can captivate hearts more literally than usual.

After a brief love affair with him in college, he has converted you from your original atheism to the worship of Persephone, source of all beauty, truth and life. Serving Persephone has unfortunately been more than playing and learning the lore. Persephone is imprisoned in Hell by the Christian god. Henry has used your talents to help him contact Hell. This is scary work and not at all close to your calling, but he insists that it's the price of what he has taught you. You fear for the survival of your soul in this work and wish you could find a new patron who would not ask this of you.

GOALS:

Pursue your art, both magic and music

Find a new patron and avoid horrible danger.

Make sure if you die you only go to the first circle of Hell, which doesn't seem that bad.

CONFLICT ABILITIES:

General Physical (3-5) 1: Physical actions, not otherwise covered (P)

Fighting (3-5) 0: Supersedes General Physical when causing damage (P)

Make Stones Weep (2-5) 2: Play heartbreaking music (-1 to all who hear) (E)

Inspire Passion (2-5) 1: Cause an emotion in somebody with music (E)

Soothing Music (1-5) 0: Soothes the emotions of somebody with music. Has no effect on physically injured people. (+FL5) (E)

NON-CONFLICT ABILITIES:

Lore x2 (2-5): Ask Director one question about the occult

Captivate (2-5): Play for 5 minutes to put all who can hear in any detailed emotional state also setting them to your choice of FL.

RESISTS

Physical 1
Social 0
Emotional 1

SPECIALS

Music based abilities
are considered super-
natural

INVENTORY

Musical Instrument of
choice

KNOWLEDGE OF COSMOLOGY/HELL: There are many gods, but the Christian god is at present firmly in control of the world and is putting the followers of the others into Hell for the bad manners of being on the losing side. Long ago, there was a goddess known by many names, most notably as Persephone. She was the daughter of the Earth and associated with fertility, farming, sex, weather, life, death, darkness and hidden things. Every fall she died and every spring she was reborn until one winter, the power of Hell was so great that it bore her down to the deepest abyss and spring never came. The world is a colder and deader place now, spiritually as well as physically. While in Hell, she was forced to eat six pomegranate seeds representing the six out of seven Christian deadly sins she had committed: Pride, Envy, Greed, Gluttony, Lust and Wrath. These keep her imprisoned. But she cannot be forced to eat the seventh that would seal her fate forever, for it represents Sloth and Persephone never sleeps. She will be free some day and Spring will come.

Christians, and in particular Dante, are essentially correct about how things presently stand. Dead people go to heaven if they are Christian and without serious sin, a period of Purgatory then heaven if they are sinful but repentant and Christian, and Hell if non-Christian or unrepentantly sinful. There are nine circles of Hell for varying degrees of sinfulness. The first is reserved for basically decent non-Christians. It is made from the Elysian Fields of old and lacks the active punishment of the other Hells, but it is a place with no hope and no future. People there are tormented not with pain, but with longing for something more. Persephone herself is imprisoned far deeper, in the ninth circle, frozen in a pit of ice, denied the release of moving or even crying.

Hell is under Antarctica. The river Eridanus, the blessed river that flowed from Elysium and carried the virtuous out to the world to be reborn is frozen into the Ross Ice Shelf. The best hope for the poor souls in Hell is to melt open the door somehow. To that end, the Church of Persephone has been doing all they can to promote global warming. When the monitor in Mr. Delacroix's parlor shows the ice shelf breaking up, this is a great victory.

CONTACTING A DEAD SPIRIT: Contacting a spirit is a simple matter of putting somebody in their identical emotional state and then calling their true name. This involves a lot of method acting on their part and a lot of playing of instruments on yours. One also has to know their place in Heaven, Purgatory or Hell to properly know how they feel. You and Henry have contacted many dead people and have learned much about Hell. The people in the first circle, inspired by modern ideals of tolerance, are ready and willing to rebel against God. The others are a bit too traumatized.

KNOWLEDGE ABOUT HENRY: He always has a really young girlfriend or boyfriend that he keeps secret and lavishes gifts on for a few months before dumping them for somebody new. J. Mack seems to be the latest. He has lasted a little over a year now, which is pretty good but not exceptional.

OTHER KNOWLEDGE: C. Schild is part of the Church of Persephone, though he pretends to be Catholic. He does not know about Henry's magical Lore, though.

QUESTIONS:

What do you feel you owe Persephone?

Do you use emotion control in public concerts? Why or why not?

Do you have any residual romantic feelings for Henry? Any resentment?

How are your personality and your art affected by your interaction with Hell?

Exidanius Rising

G
D
S

Age
40

[Michael / Michele] Lawrence

APPARENT IDENTITY: Personal secretary to Henry Delacroix

REAL IDENTITY: Serial killer

BACKGROUND: Working for Henry is just your day job. Killing people is your life. Carefully, of course, you haven't lasted this long by risking getting caught any more than absolutely necessary. But one day, four years ago, the two parts of your life were mixed. Your boss confronted you about your little hobby and then made you a deal. He wouldn't tell anybody, and would even use his resources to help you, if you helped him with this one crazy ritual he wanted to do.

He supplied a little girl, not your usual prey, but this was day job stuff anyway. He gave you instructions to destroy any hope for the future in her and wipe away all memory of anything but pain. The details were up to you, but could not themselves be life threatening. Thus prepared it was his turn. He did something elaborate to her involving a lot of chanting in Latin and packing her upside down in ice until she almost passed out. Nothing in particular happened and he said it didn't work and gave her to you to finish off. You could tell, he felt guilty about it.

GOALS:

- Get away with everything and survive.
- Gain resources to cover your tracks in the future.
- Kill somebody in your chosen way if you ever get the chance.

CONFLICT ABILITIES:

- General Physical (3-5) 1: Physical actions, not otherwise covered (P)
- Attack x2 (4-5) 0: Sudden unexpected attack, possibly with weapon. (-2) (P)
- Lie (1-5) 1: Lie convincingly against anything short of eyewitness evidence about something bad you did. Lasts until new evidence. (S)
- Discrete (3-5) 1: Make people not pay attention to you if you are not doing something obviously attention getting. (S)

NON-CONFLICT ABILITIES:

- Forensics x3 (2-5): Find all clues associated with a particular object.
- Meticulous x2 (1-5): Retroactively decide you have taken a particular plausible precaution.

RESISTS

Physical 1
Social 2
Emotional 2

SPECIALS

None

INVENTORY

Personal Digital Assistant
Pictures of victims (In wallet)

KNOWLEDGE ABOUT HENRY: He's part of some weird occult group that talks about Hell a lot. They seem to particularly care about the first circle of Hell. Some of them just study and talk and some do weird rituals like the one you did with Henry. Henry has asked for help in later stuff but nothing so exiting as the ritual with the little girl.

He's really a pretty sketchy guy all around. He inherited all of his money and spends most of his time studying and doing weird occult stuff. He always has a really young girlfriend or boyfriend that he keeps secret and lavishes gifts on for a few months before dumping them for somebody new. J. Mack seems to be the latest. He or she has lasted a little over a year now, which is pretty good but not exceptional.

KNOWLEDGE ABOUT OTHER PEOPLE: C. Schild and A. Ventura are part of Henry's group. R. Chillingworth is his accountant and seems to know little about his sketchy activities.

QUESTIONS:

What first drove you to killing people?

How do you typically do it?

How do you feel about Henry bringing his religion into your calling?

Do you justify what you do to yourself? Do you hope to get caught?

What do you like to do when not killing people?

What are your religious or supernatural beliefs?

What softens you? What gives you real normal human emotions?

Exidanius Rising

Age
39

[Levy / Leah] Abrams

APPARENT IDENTITY: Friend of Henry (preferred female)

REAL IDENTITY: Poor person supported by Henry in exchange for company and favors

BACKGROUND: You grew up poor in some dark corner of the Earth. Henry Delacroix adopted you and supported you and expected lots of little criminal odd jobs in return, many of them stealing holy items from churches and similarly disturbing activities. He controlled your life and asked you to do increasingly horrible things, and you became perversely attached to him. When you got married your spouse shared the same fate as you until he died of cancer, six years ago. You never could protect him.

When your daughter, Becca, was born, eleven years ago, you tried to protect her from Henry's bad influence and largely succeeded. But when she was seven, he demanded you give her to him, and told you he would kill her. You begged but couldn't actually say no to him. You kissed your daughter goodbye and sent her off to die in God knows what horrible way. And then you stayed friends with Henry because you had nowhere else to go.

You raised her as a pious and innocent Orthodox Jew. Whatever happens to you have faith that God will take care of her.

GOALS:

Somehow redeem yourself if you can.

CONFLICT ABILITIES:

- General Physical (2-5) 1: Physical actions, not otherwise covered (P)
- Streetfight x2 (2-5) 2: Beat somebody up by fighting dirty. (-FL2) (P)
- Scam (3-5) 1: Get somebody to believe a vaguely plausible story long enough to do something for you (S)
- Slight of hand (1-5) 2: Any plausible slight of hand (e.g. pick a pocket) (P)

NON-CONFLICT ABILITIES:

- Find Dirt on Computer (2-5): Find stuff of a scandalous nature (if present) on a computer Hard Drive

RESISTS

Physical	0
Social	-2
Emotional	0

SPECIALS

Immune to all supernatural abilities being used on you against your will (You don't know this.)

INVENTORY

Concealed Knife

KNOWLEDGE ABOUT HENRY: He's part of some weird occult group with C. Schild and A. Ventura that talks about Hell a lot. They seem to particularly care about the first circle of Hell. He's really a pretty sketchy guy all around. He inherited all of his money and spends most of his time studying and doing weird occult stuff. He always has a really young girlfriend or boyfriend that he keeps secret and lavishes gifts on for a few months before dumping them for somebody new. JMack seems to be the latest. He or she has lasted a little over a year now, which is pretty good but not exceptional.

QUESTIONS:

Can you imagine a world without Henry? Why not or what's it like?

Would you trade places with your daughter if you could? Would it be for her good or yours?

What do you say to yourself to justify yourself? To comfort yourself?

Is there a line you won't let Henry make you cross? Could you really stop him?

What does God want from you?

What is the best future outcome you can bear to hope for?

Exidanius Rising

G L C	[Ramon / Ramona] Chillingworth	Age 51
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APPARENT IDENTITY: Accountant (Preferred Male)

REAL IDENTITY: Also a Catholic Priest or nun

BACKGROUND: You were raised Protestant and not very religious. You were also treated very badly and told you were worthless all the time. Even so you still always tried to be good. You converted to Catholicism with great enthusiasm when arguments were presented well enough and it became your great hope and obsession and only defense mechanism. You are obsessed with avoiding and atoning for all manner of sins and are frequently afraid you will never make it to heaven.

You believe that all non-Catholics will go to Hell and thus you try to convert all decent non-Catholics that you find. Henry seems beyond redemption but you still try.

Recently you were ordained as a priest (nun) but have kept working for Henry as an accountant on the side, so you have the opportunity to save his soul.

GOALS:

- Avoid Sin
- Convert good people to Catholicism.
- Help the needy.

CONFLICT ABILITIES:

- General Physical (3-5) 0: Physical actions, not otherwise covered (P)
- Struggle (2-5) 1: Physically restrain somebody who is attempting violence (P)
- Aura of Calm (4-5) 1: Prevent damage based on emotional upset or intimidation to anyone who considers you on their side. (NR)
- Ward off Evil (1-5) 3: Prevent all harm to yourself and one other person from all supernatural sources hateful to God. Can only be used when you have not committed a mortal sin since your last confession. (NR)

NON-CONFLICT ABILITIES:

- Priest Ordainment (1-5): Perform valid confessions, baptisms, marriages etc
- Priest Training (1-5): Ask Director for any relevant Catholic theology

RESISTS	SPECIALS	INVENTORY
Physical -2 Social 0 Emotional -2	At the start of the Larp you have not sinned since your last confession.	Cross Pen

KNOWLEDGE ABOUT HENRY: He is a lecherous and godless old man, who won't listen to what you say. He inherited all of his money and spends most of his time studying. He always has a really young girlfriend or boyfriend that he keeps secret and lavishes gifts on for a few months before dumping them for somebody new. J. Mack seems to be the latest. He or she has lasted a little over a year now, which is pretty good but not exceptional. He claims to be an atheist.

DOCTRINE ABOUT AFTERLIFE: Dead people go to Heaven if they are baptized Catholic and all of their sins have been confessed and atoned for. If they have confessed but not atoned for mortal sins or unatoned venial (less serious) sins they must pay off their debts in Purgatory before going to Heaven. The unbaptized and those with unconfessed mortal sins go to Hell. There are nine circles of Hell for varying degrees of sinfulness. The first is reserved for unbaptized but virtuous people. It lacks the active punishment of the other Hells, but it is a place with no hope and no future and of separation from God. People there are tormented not with pain, but with longing.

QUESTIONS:

What is your take on why it is just for the souls of the virtuous unbaptized to go to Hell?

Why do you care so much about saving Henry of all the people out there to save?

What is the most enjoyable part of being a priest/nun?

How did you finally leave your relationship with your family? Are any of them still alive?

Have you ever wished for a family of your own or a different life in various ways?

What are your hobbies?

Do you see Henry's young lovers as victims or as tempters?

Exidanius Rising

Age
68

G
L
C

[Christopher / Christina] Schild

APPARENT IDENTITY: Professor of theology at a Catholic college.

REAL IDENTITY: Inner circle member of the Church of Persephone, an occult organization.

BACKGROUND: You were a good Catholic for much of your life; theological debate and research were a big part of your life, but you never doubted the core faith. The fate of the virtuous pagan has always been a sticking point for you, and you became an expert on the arguments for the justness of denying heaven to those born before Christ. Everything changed when you met Henry Delacroix.

His arguments from scholarship of mythology, philosophy and history were ironclad. You were forced to accept that your god was but one of many and was imprisoning the followers of the others in Hell to increase his power. Feeling betrayed by your religion, you secretly joined Henry's. Together you worshipped Persephone, daughter of the Earth, imprisoned in Hell, whose escape will mean summer for the world, the defeat of the Christian god and no more Hell. It gets urgent, for you grow old, and Hell awaits you when you die.

You have never directly experienced anything supernatural.

GOALS:

Stay alive until Summer comes. Help it come if necessary.
Learn everything you can about Hell or Persephone.
Pretend to be Catholic to those who don't know.

CONFLICT ABILITIES:

General Physical (3-5) -1: Physical actions, not otherwise covered (P)
Debate x3 (3-5) 2: Convince somebody that rationally you must be right (S)
Debunk (4-5) 1: Cast doubt on somebody's cherished beliefs (-1) (E)
Plant Idea x3 (3-5) 1: Speak to someone about a topic so that 20 minutes later, they come to a conclusion of your choice, thinking it's their idea (S)

NON-CONFLICT ABILITIES:

Scholar x7 (2-5): Ask Director one factual question learnable through research
Pride (1-5): Use the occasion of somebody admitting that you are right and they are wrong to gain confidence (+1)

RESISTS

Physical -1
Social 2
Emotional 2

SPECIALS

None

INVENTORY

Cross
Reading Glasses

KNOWLEDGE OF COSMOLOGY/HELL: There are many gods, but the Christian god is at present firmly in control of the world and is putting the followers of the others into Hell for the bad manners of being on the losing side. Long ago, there was a goddess known by many names, but most notably as Persephone. She was the daughter of the Earth and associated with fertility, farming, sex, weather, life, death, darkness and hidden things. Every fall she died and every spring she was reborn until one winter, the power of Hell was so great, it bore her down to the deepest abyss and spring never came. The world is a colder and deader place now, spiritually as well as physically. While in Hell, she was forced to eat six pomegranate seeds representing the six out of seven Christian deadly sins she had committed: Pride, Envy, Greed, Gluttony, Lust and Wrath. These keep her imprisoned. But she cannot be forced to eat the seventh that would seal her fate forever, for it represents Sloth and Persephone never sleeps. She will be free some day and Spring will come.

Christians, and in particular Dante, are essentially correct about how things presently stand. Dead people go to heaven if they are Christian and without serious sin, a period of Purgatory then heaven if they are sinful but repentant and Christian, and Hell if non-Christian or unrepentantly sinful. There are nine circles of Hell for varying degrees of sinfulness. The first is reserved for basically decent non-Christians. It is made from the Elysian Fields of old and lacks the active punishment of the other Hells, but it is a place with no hope and no future. People there are tormented not with pain, but with longing for something more. Persephone herself is imprisoned far deeper, in the ninth circle, frozen in a pit of ice, denied the release of moving or even crying.

Hell is under Antarctica. The river Eridanus, the blessed river that flowed from Elysium and carried the virtuous out to the world to be reborn is frozen into the Ross Ice Shelf. The best hope for the poor souls in Hell is to melt open the door somehow. To that end, the Church of Persephone has been doing all they can to promote global warming. When the monitor in Henry's parlor shows the ice shelf breaking up, this means a great victory for your people.

KNOWLEDGE ABOUT PEOPLE: A. Ventura is studying the ways of Persephone under Henry Delacroix. He was converted by emotion and worships with faith instead of reason, which is probably a truer path than yours, but not one you easily understand. He is a very talented musician in several instruments. You've met briefly and found each other to be agreeable people.

L. Abrams is a poor person that Mr. Delacroix supports financially, apparently in exchange for his company. This is unsurprising as he is a lonely man, but you don't know how he met L. Abrams. They became much closer, emotionally, after his daughter, Becca Abrams, then seven-years-old, disappeared, four years ago. They are not Persephists, which is just as well. His daughter is probably dead and among those rejected by God. He doesn't need to know that.

M. Lawrence is Mr. Delacroix's personal secretary, and R. Chillingworth is his accountant as well as a Catholic priest, both for quite some time.

QUESTIONS:

What value or principle did you choose to worship Persephone based on?

What's your personal life like?

How emotionally attached to Henry are you?

What type of person do you most hate?

Exidanius Rising

E
D
S

Age
19

[Johnny/Jenny] Mack

APPARENT IDENTITY: College student

REAL IDENTITY: Henry's lover

BACKGROUND: Against all advice you are dating and in love with Henry Delacroix and have been for the past year. You know that he's had many other lovers of both genders, whom he has discarded in the past, all of them young, like you. You convince yourself that you are different. He gives you presents and loads of attention and affection -- things you've never had from anybody else before. You need him, both emotionally and financially. He is paying your way through college and doing other expensive things to help you chase your dreams. You've never had a chance before. People say he's taking advantage of you and it's true that he's very demanding, but after all he's done for you it seems worth it.

The priests at confession say you are living in sin. They're probably right, but you really just can't stop.

GOALS:

- Physically and emotionally survive.
- Find a new basis for your self-esteem.
- Try to heal your relationship with God.

CONFLICT ABILITIES:

- General Physical (3-5) 1: Physical actions, not otherwise covered (P)
- Outburst x1 (1-5) 0: Yell at somebody upsettingly when you are upset (-FL3) (S)
- Ward off Evil (1-5) 3: Prevent all harm to yourself and one other person from all supernatural sources hateful to God. Can only be used when you have not committed a mortal sin since your last confession. (NR)

NON-CONFLICT ABILITIES:

- Satisfy x3 (1-5): Know what somebody wants from you.
- Catholic school x2 (1-5): Know something relevant about Catholic theology.

RESISTS	SPECIALS	INVENTORY
Physical 1 Social -1 Emotional -1	You have sinned since your last confession. Immune to distraction or powers based in inattentiveness	None

KNOWLEDGE ABOUT HENRY: He inherited all of his money and spends most of his time studying and meeting with groups of scholars. You know that C. Schild and A. Ventura are part of that. He doesn't like to talk about them, but they bring bibles a lot and talk about Dante's Inferno, so you figure they're a bible study group and maybe you're not included because they're Protestant and you're Catholic. Henry gives a lot politically, generally to Republicans.

QUESTIONS:

Why are you different from Henry's previous lovers?

What do you want to do with your life? How has Henry helped?

Are you sympathetic to or jealous of Henry's discarded lovers?

What's your social life in school like?

What do your friends think of Henry?

Are other people in life as religious as you are?

What's your family like?

What do you most regret? What are you most proud of?

Exidanius Rising

Age
26

[Morgan / Morgana] Lawrence

APPARENT IDENTITY: Henry's Tennis Instructor

REAL IDENTITY: Henry's Ex-lover plotting vengeance.

BACKGROUND: When you were a teenager, you and Henry were in love. Or at least you thought you were. He'd had many lovers of both genders before, but you lasted the longest: a full three years. But one day, just like everybody before, he got tired of you. You nearly killed yourself.

But instead, you began plotting to get back into his life. You took several jobs trying to get into a professional relationship with him or at least to get him to buy stuff from you. Each time you failed, your love turned more and more into hate. Finally, you got a job as his Tennis Instructor and are once again invited to things. You think your pathetic maneuverings have amused him enough for him to want to interact with you again.

But now you're not here to be with him. You are here to destroy him. You've stalked him for all the dirt you can find. And now in this desolate end of the Earth, you will kill him, and everything of his and ruin his reputation in eternity.

GOALS:

- Destroy Henry utterly in every way possible
- Destroy anybody and anything he cared about
- Destroy anybody who cared about him or helped him in any way
- Destroy Henry's reputation and those of all associated with him

CONFLICT ABILITIES:

- General Physical (3-5) 2: Physical actions, not otherwise covered (P)
- Fistfight (3-5) 1: Seriously hurt somebody unarmed (-1) (P)
- Leave a scar (3-5) 2: Disfigure somebody with a sharp object (-FL2) (target chooses P or S; a successful S resist still takes normal weapon damage)
- Scathing Remark (3-5) 1: Make a comment about a secret or not commonly discussed fact about someone (-1 each if it defeats social and emotional resist respectively) (S and E)

NON-CONFLICT ABILITIES:

- Tearful Confession x1 (1-2): Get everybody to forgive you for everything you've done when you confess it along with your reasons.

RESISTS

Physical 1
Social 1
Emotional -1

SPECIALS

None

INVENTORY

Concealed Gun (-2FL)
Old Picture of Henry

KNOWLEDGE ABOUT HENRY: He's part of some weird occult group, called the Church of Persephone, which talks about Hell a lot. C. Schild and A.Ventura are in it. They seem to particularly care about the first circle of Hell. Some of them just study and talk and some do weird rituals, some of which are quite dark and disturbing. C. Schild is probably the former; Henry is definitely the latter.

Henry's secretary M. Lawrence is a serial killer. L. Abrams is basically his bitch who does all sorts of dirty work for him. You think Henry and M. killed L. Abrams's young daughter in some ritual 4 years ago, but you don't have proof.

He always has a really young girlfriend or boyfriend that he keeps secret and lavishes gifts on for a few months before dumping them for somebody new. J Mack seems to be the latest. He or she has lasted a little over a year now, which is pretty good but not exceptional. He had A. Ventura a while before you. Probably only kept him around for the cult thing.

QUESTIONS:

How does your love for Henry show through your hate?

Do you feel sorry for Henry's other lovers or hate them?

What do you plan to do after revenge? Do you even know?

What were you doing when you decided to kill Henry?

What was your last vision of a happy life?

What lies do you still tell yourself about his feelings for you?

Do you blame him for dating you or just for dumping you?

Eridanus Rising

E
L
S

Age
60

[Ivan / Inga] Brown

APPARENT IDENTITY: High School Drama teacher

REAL IDENTITY: Henry's childhood best friend

BACKGROUND: You grew up with Henry and lived next door to him. You guys went to school together and were best friends. You used to make up fairy tales and read mythology together and fantasize about having magical powers. Sometimes Henry would cook up some weird ritual out of creepy hand gestures and magic words and you would try it together. You have a few memories of thinking it worked but, of course, now you know that you were imagining it.

Henry moved out of town when you started high school. You guys never really succeeded in keeping in touch. You haven't seen him for over 40 years and now he's invited you to his 60th birthday in Antarctica. It's all a little strange.

Henry was quite compelling and still is now. From the memory of your time together you have started to idealize childhood and magic. Seeing him again reminds you of both. You need to know him again.

GOALS:

Get to know Henry again. Try to make it the same as it was.
Learn about magic and anything else unexplained and exciting.
Meet and get close to his new friends

CONFLICT ABILITIES:

General Physical (3-5) -1: Physical actions, not otherwise covered (P)
Witty comment (5) 2: Seriously ridicule somebody (-2) (S)
Acting (4-5) 2: Pretend to be or feel a certain way (E)
Empathy (3-5) 2: Know how somebody is feeling (E)
Pressure (4-5) 1: Get somebody to do what you say through social pressure (S)

NON-CONFLICT ABILITIES:

Teach x1 (3-5): Teach somebody to use one of your abilities (at your bonus and with as many uses as you began the game with)
Insight into Henry x3 (1-5): Ask Director why Henry did something

RESISTS

Physical -1
Social 1
Emotional 1

SPECIALS

None

INVENTORY

Birthday Card

KNOWLEDGE: You don't know any of these people. You don't even really know Henry any more.

QUESTIONS:

Why do you think Henry and you lost touch?

Why did you choose to teach Drama in High School?

Relate a Henry memory.

Describe your personal life/family.

Describe your political beliefs and value system.

State a controversial taste of yours.

What is the worst thing you've ever done?

What do you idealize about childhood?

Describe an important part of your worldview that would be particularly upsetting if disproved.

What is your most secret desire?

How do you feel about getting older?

What religion are you? (Cannot be Catholic or Jewish)

Player Materials

Rules Summary

FUNCTION LEVELS, DAMAGE, AND RECOVERY:

By default, each character starts at Function Level 5. A character's Function Level (FL) represents the condition that the character is in, physically and psychologically, and can decrease or increase over the course of the larp as a result of harm or recovery.

In general, a character at FL 5 is essentially unharmed and in good shape, at FL 4 is in an unpleasant but not particularly disabling state, at FL 3 is somewhat disabled, at FL 2 cannot perform most activities, and at FL 1 can do little other than speak. If a character is ever reduced to FL 0, he is out of the game and completely unable to affect the plot thereafter. Exactly how the character is taken out depends on the nature of the damage that reduced him to FL 0.

A player can request that the Director approve an FL change even when the rules don't call for it, if he thinks that prior events would cause the change to happen.

ABILITIES:

Abilities are given in the following format:

NAME x [# of uses] (RANGE OF FLs) [bonus]: DESCRIPTION OF EFFECT (amt DR) (resist type)

Examples:

Intimidate x3 (4-5) 1: Make someone back down (-FL3) (S)

Flatter x1 (3-5): Make someone feel unduly proud of themselves (+1) (E)

Spark (1-3): Briefly create a tiny flame by magic

of uses = the number of times that ability may be used during the larp. If none is listed, the ability may be used as many times as the opportunity arises.

Range of FLs = the range of the user's FLs at which the ability may be used. If a character's FL is outside the range, he may not use that ability.

Bonus = a number from -3 to 3 that represents the character's effectiveness at using that ability against opposition. +/-1 = significant, +/- 2 = extraordinary, +/-3 = world class. (Conflict abilities only.) This will modify the character's chance of success when using the ability.

Amt DR= DR caused by the ability, if applicable. -/+ FL# indicates that it takes the target down/up to that FL, respectively. -/+ # indicates that the target loses/gains that number of FLs.

Type = type of Resist required to block the ability. P = Physical, S = Social, E = Emotional, NR = Not Resistible, P/S = Physical or Social, whichever is higher. Other letters for other Resists. (Conflict abilities only.)

Special exceptions to abilities are given in the Special section of the character sheet

CONFLICT RESOLUTION

DECLARING ACTIONS:

Conflict resolution works as follows: First, participants state their intended actions. All other characters are allowed to participate, stop participating, or change their own intended actions in light of the intended actions of others. (In the rare case that this causes an endless circle, everybody should choose actions simultaneously in secret.)

A participant can declare his/her intended action as contingent on the success or failure of another action (e.g. running away only if his partner dies.). He can also declare that he is not acting, and simply focusing on Resisting as a primary action.

BIDDING:

After all intended actions are established, all participants simultaneously Bid Damage. Bidding means secretly choosing an amount of damage (in FLs) that the player is willing to risk his/her character receiving in order to increase the character's action's chance of success.

Regardless of the character's dedication, bid sizes are limited by the amount of damage the character could plausibly get in the conflict, and each participant is responsible for determining a plausible IC reason to take the amount of damage he bid. For example, in most cases it is implausible to take more than 1 damage in a petty argument, but any amount of damage is possible in a gun fight. Keep in mind that losing an FL is significant; a player's default bid should be 0.

Bids only apply to a character's primary action. This means that if a character is doing a normal primary action, a bid does not increase his chances of Resisting. However, if he is only Resisting, then a bid will increase the chance of all of his Resists succeeding. Damage that was bid only actually occurs if the action is in any way successful.

When bids are decided, participants hold out 0-5 fingers behind their backs corresponding to the size of their bids. All participants then show their bids at the same time.

RANKING:

Participants calculate totals by adding their ability bonus and bid. (We recommend then holding out fingers for totals, for efficiency.) If a character is primarily Resisting, any bid he made is added to all his Resist totals.

At this point, all actions are ranked by their totals, from highest to lowest, with ties broken randomly (such as with rock-paper-scissors).

Actions take place in order, starting from the highest. If a previous action causes a character to have too low an FL to perform his intended action, or simply prevents that action from occurring (e.g. a Resist), that action is cancelled. A Resist cancels all lower-ranked effects of the relevant Resist type on that character.

If any part of an action succeeded, then the bid goes into effect immediately after the action executes.

It's important to note that when an intended action gets cancelled because of effects of earlier actions, any limited-use abilities spent to attempt the action are still used up, but any damage bid does not occur.

ARTIFACTS

Artifacts are items that make it easier for a character to cause DR, often as a conflict action. The most common type of artifacts are weapons, which obviously cause damage. However, artifacts like drugs may cause recovery.

Certain PCs may have abilities that make them good at using an artifact, but by default, PCs simply use artifacts with their General Physical ability. If an artifact use action succeeds, then the target is DRed an amount according to the DR amount of the artifact (exactly the same as using an ability that normally causes DR on its own).

Specific artifact use abilities may override DR amounts on an artifact, either by the description, or by being themselves fixed DR (i.e. -/+ FL#). Artifact use abilities that are themselves unfixed DR (i.e. -/+ #) stack with the artifact's own DR amount.

By default, knives are (-1) and guns are (-2).

AFTER RESOLUTION:

After the above process is complete, characters may elect to use more abilities in response to the results. This opens a new round of the conflict in which anybody involved can use abilities and the rules for resolution are the same.

Public Background Overview

Henry Delacroix is a very rich, very eccentric man with houses in many parts of the world. He has invited the PCs to his house in Antarctica for his 60th birthday party. All people have met and talked to Henry, but few know each other very well. The time is Southern Hemisphere winter; the sun never comes out. The House has a view of Mt. Erebus, the tallest mountain in Antarctica and an active volcano, and the Ross Ice Shelf, a towering cliff wall of ice extending far off shore.

The larp begins with Henry inviting the PCs into his sitting room in the basement. The thermostat is set to 90 degrees Fahrenheit to show off how much heat Henry can afford in Antarctica. Inside the room are couches and a desk with Henry's computer. The room has no windows, but there is a flat panel display showing a live satellite image of the Ross Ice Shelf. The guests arrive in this room and the party begins.

Larp-Specific Rules and Announcements

LARP-SPECIFIC RULES:

- None

BEGINNING ANNOUNCEMENTS:

- Remember that virtually no one here has any experience with the supernatural and most are not particularly inclined to believe in it. Denial is an important part of the genre. Each reminder that things are not as they are believed to be should be scary and upsetting.
- Pay attention to the characters age and status differences. You should not treat somebody twice your age the same as you do your peers.
- There are relatively few actions needed to resolve this plot. Do not worry about taking the time to express your characters emotional reactions and decide how to react.

Game Materials

INFO ON CIRCLES OF HELL:

(Provide instead of Dante's Inferno if the latter is not available.)

CIRCLE OF HELL	TYPE OF SIN TO GET THERE	PUNISHMENT
1 (Limbo)	Being anything but Christian	Life without hope. Longing
2	Lust	Tossed on storm winds
3	Gluttony, Envy	Cold disgusting rain and sleet
4	Greed (Spending and hoarding)	Forced to run at and collide with each other holding weights
5	Wrath, Sloth	Buried in filth
6	Pride, Heresy	Held in red hot tombs
7	Violence against others suicide	Boiled in a river of blood Turned into thorn bushes
8	Serious Deception or betrayal	Various unique and bizarre punishments
9	Betrayal of family, country or religion.	Frozen in ice unable to change at all or move to express pain.

The worst circle applies to anybody who qualifies for more than one.

Purgatory is for repented sins without penance completed or very minor sins.

Baptism clears away all sins to that point.

Exidanius Rising

E L C	[Alex / Alice] Ventura	Age 32
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APPARENT IDENTITY: Musician

REAL IDENTITY: Initiate of the Church of Persephone

BACKGROUND: Music has always been your highest calling. You've been playing multiple instruments and playing them well since you were a child. You live by and for your music. Henry is your patron and teacher though he is not a musician. He knows the lore of Persephone by which music can captivate hearts more literally than usual.

After a brief love affair with him in college, he has converted you from your original atheism to the worship of Persephone, source of all beauty, truth and life. Serving Persephone has unfortunately been more than playing and learning the lore. Persephone is imprisoned in Hell by the Christian god. Henry has used your talents to help him contact Hell. This is scary work and not at all close to your calling, but he insists that it's the price of what he has taught you. You fear for the survival of your soul in this work and wish you could find a new patron who would not ask this of you.

GOALS:

Pursue your art, both magic and music

Find a new patron and avoid horrible danger.

Make sure if you die you only go to the first circle of Hell, which doesn't seem that bad.

CONFLICT ABILITIES:

General Physical (3-5) 1: Physical actions, not otherwise covered (P)

Fighting (3-5) 0: Supersedes General Physical when causing damage (P)

Make Stones Weep (2-5) 2: Play heartbreaking music (-1 to all who hear) (E)

Inspire Passion (2-5) 1: Cause an emotion in somebody with music (E)

Soothing Music (1-5) 0: Soothes the emotions of somebody with music. Has no effect on physically injured people. (+FL5) (E)

NON-CONFLICT ABILITIES:

Lore x2 (2-5): Ask Director one question about the occult

Captivate (2-5): Play for 5 minutes to put all who can hear in any detailed emotional state also setting them to your choice of FL.

RESISTS	SPECIALS	INVENTORY
Physical 1 Social 0 Emotional 1	Music based abilities are considered supernatural	Musical Instrument of choice

KNOWLEDGE OF COSMOLOGY/HELL: There are many gods, but the Christian god is at present firmly in control of the world and is putting the followers of the others into Hell for the bad manners of being on the losing side. Long ago, there was a goddess known by many names, most notably as Persephone. She was the daughter of the Earth and associated with fertility, farming, sex, weather, life, death, darkness and hidden things. Every fall she died and every spring she was reborn until one winter, the power of Hell was so great that it bore her down to the deepest abyss and spring never came. The world is a colder and deader place now, spiritually as well as physically. While in Hell, she was forced to eat six pomegranate seeds representing the six out of seven Christian deadly sins she had committed: Pride, Envy, Greed, Gluttony, Lust and Wrath. These keep her imprisoned. But she cannot be forced to eat the seventh that would seal her fate forever, for it represents Sloth and Persephone never sleeps. She will be free some day and Spring will come.

Christians, and in particular Dante, are essentially correct about how things presently stand. Dead people go to heaven if they are Christian and without serious sin, a period of Purgatory then heaven if they are sinful but repentant and Christian, and Hell if non-Christian or unrepentantly sinful. There are nine circles of Hell for varying degrees of sinfulness. The first is reserved for basically decent non-Christians. It is made from the Elysian Fields of old and lacks the active punishment of the other Hells, but it is a place with no hope and no future. People there are tormented not with pain, but with longing for something more. Persephone herself is imprisoned far deeper, in the ninth circle, frozen in a pit of ice, denied the release of moving or even crying.

Hell is under Antarctica. The river Eridanus, the blessed river that flowed from Elysium and carried the virtuous out to the world to be reborn is frozen into the Ross Ice Shelf. The best hope for the poor souls in Hell is to melt open the door somehow. To that end, the Church of Persephone has been doing all they can to promote global warming. When the monitor in Mr. Delacroix's parlor shows the ice shelf breaking up, this is a great victory.

CONTACTING A DEAD SPIRIT: Contacting a spirit is a simple matter of putting somebody in their identical emotional state and then calling their true name. This involves a lot of method acting on their part and a lot of playing of instruments on yours. One also has to know their place in Heaven, Purgatory or Hell to properly know how they feel. You and Henry have contacted many dead people and have learned much about Hell. The people in the first circle, inspired by modern ideals of tolerance, are ready and willing to rebel against God. The others are a bit too traumatized.

KNOWLEDGE ABOUT HENRY: He always has a really young girlfriend or boyfriend that he keeps secret and lavishes gifts on for a few months before dumping them for somebody new. J. Mack seems to be the latest. He has lasted a little over a year now, which is pretty good but not exceptional.

OTHER KNOWLEDGE: C. Schild is part of the Church of Persephone, though he pretends to be Catholic. He does not know about Henry's magical Lore, though.

QUESTIONS:

What do you feel you owe Persephone?

Do you use emotion control in public concerts? Why or why not?

Do you have any residual romantic feelings for Henry? Any resentment?

How are your personality and your art affected by your interaction with Hell?

Exidanius Rising

G
D
S

Age
40

[Michael / Michele] Lawrence

APPARENT IDENTITY: Personal secretary to Henry Delacroix

REAL IDENTITY: Serial killer

BACKGROUND: Working for Henry is just your day job. Killing people is your life. Carefully, of course, you haven't lasted this long by risking getting caught any more than absolutely necessary. But one day, four years ago, the two parts of your life were mixed. Your boss confronted you about your little hobby and then made you a deal. He wouldn't tell anybody, and would even use his resources to help you, if you helped him with this one crazy ritual he wanted to do.

He supplied a little girl, not your usual prey, but this was day job stuff anyway. He gave you instructions to destroy any hope for the future in her and wipe away all memory of anything but pain. The details were up to you, but could not themselves be life threatening. Thus prepared it was his turn. He did something elaborate to her involving a lot of chanting in Latin and packing her upside down in ice until she almost passed out. Nothing in particular happened and he said it didn't work and gave her to you to finish off. You could tell, he felt guilty about it.

GOALS:

- Get away with everything and survive.
- Gain resources to cover your tracks in the future.
- Kill somebody in your chosen way if you ever get the chance.

CONFLICT ABILITIES:

- General Physical (3-5) 1: Physical actions, not otherwise covered (P)
- Attack x2 (4-5) 0: Sudden unexpected attack, possibly with weapon. (-2) (P)
- Lie (1-5) 1: Lie convincingly against anything short of eyewitness evidence about something bad you did. Lasts until new evidence. (S)
- Discrete (3-5) 1: Make people not pay attention to you if you are not doing something obviously attention getting. (S)

NON-CONFLICT ABILITIES:

- Forensics x3 (2-5): Find all clues associated with a particular object.
- Meticulous x2 (1-5): Retroactively decide you have taken a particular plausible precaution.

RESISTS

Physical 1
Social 2
Emotional 2

SPECIALS

None

INVENTORY

Personal Digital Assistant
Pictures of victims (In wallet)

KNOWLEDGE ABOUT HENRY: He's part of some weird occult group that talks about Hell a lot. They seem to particularly care about the first circle of Hell. Some of them just study and talk and some do weird rituals like the one you did with Henry. Henry has asked for help in later stuff but nothing so exiting as the ritual with the little girl.

He's really a pretty sketchy guy all around. He inherited all of his money and spends most of his time studying and doing weird occult stuff. He always has a really young girlfriend or boyfriend that he keeps secret and lavishes gifts on for a few months before dumping them for somebody new. J. Mack seems to be the latest. He or she has lasted a little over a year now, which is pretty good but not exceptional.

KNOWLEDGE ABOUT OTHER PEOPLE: C. Schild and A. Ventura are part of Henry's group. R. Chillingworth is his accountant and seems to know little about his sketchy activities.

QUESTIONS:

What first drove you to killing people?

How do you typically do it?

How do you feel about Henry bringing his religion into your calling?

Do you justify what you do to yourself? Do you hope to get caught?

What do you like to do when not killing people?

What are your religious or supernatural beliefs?

What softens you? What gives you real normal human emotions?

Exidanius Rising

Age
39

[Levy / Leah] Abrams

APPARENT IDENTITY: Friend of Henry (preferred female)

REAL IDENTITY: Poor person supported by Henry in exchange for company and favors

BACKGROUND: You grew up poor in some dark corner of the Earth. Henry Delacroix adopted you and supported you and expected lots of little criminal odd jobs in return, many of them stealing holy items from churches and similarly disturbing activities. He controlled your life and asked you to do increasingly horrible things, and you became perversely attached to him. When you got married your spouse shared the same fate as you until he died of cancer, six years ago. You never could protect him.

When your daughter, Becca, was born, eleven years ago, you tried to protect her from Henry's bad influence and largely succeeded. But when she was seven, he demanded you give her to him, and told you he would kill her. You begged but couldn't actually say no to him. You kissed your daughter goodbye and sent her off to die in God knows what horrible way. And then you stayed friends with Henry because you had nowhere else to go.

You raised her as a pious and innocent Orthodox Jew. Whatever happens to you have faith that God will take care of her.

GOALS:

Somehow redeem yourself if you can.

CONFLICT ABILITIES:

- General Physical (2-5) 1: Physical actions, not otherwise covered (P)
- Streetfight x2 (2-5) 2: Beat somebody up by fighting dirty. (-FL2) (P)
- Scam (3-5) 1: Get somebody to believe a vaguely plausible story long enough to do something for you (S)
- Slight of hand (1-5) 2: Any plausible slight of hand (e.g. pick a pocket) (P)

NON-CONFLICT ABILITIES:

Find Dirt on Computer (2-5): Find stuff of a scandalous nature (if present) on a computer Hard Drive

RESISTS

Physical	0
Social	-2
Emotional	0

SPECIALS

Immune to all supernatural abilities being used on you against your will (You don't know this.)

INVENTORY

Concealed Knife

KNOWLEDGE ABOUT HENRY: He's part of some weird occult group with C. Schild and A. Ventura that talks about Hell a lot. They seem to particularly care about the first circle of Hell. He's really a pretty sketchy guy all around. He inherited all of his money and spends most of his time studying and doing weird occult stuff. He always has a really young girlfriend or boyfriend that he keeps secret and lavishes gifts on for a few months before dumping them for somebody new. JMack seems to be the latest. He or she has lasted a little over a year now, which is pretty good but not exceptional.

QUESTIONS:

Can you imagine a world without Henry? Why not or what's it like?

Would you trade places with your daughter if you could? Would it be for her good or yours?

What do you say to yourself to justify yourself? To comfort yourself?

Is there a line you won't let Henry make you cross? Could you really stop him?

What does God want from you?

What is the best future outcome you can bear to hope for?

Exidanius Rising

G L C	[Ramon / Ramona] Chillingworth	Age 51
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APPARENT IDENTITY: Accountant (Preferred Male)

REAL IDENTITY: Also a Catholic Priest or nun

BACKGROUND: You were raised Protestant and not very religious. You were also treated very badly and told you were worthless all the time. Even so you still always tried to be good. You converted to Catholicism with great enthusiasm when arguments were presented well enough and it became your great hope and obsession and only defense mechanism. You are obsessed with avoiding and atoning for all manner of sins and are frequently afraid you will never make it to heaven.

You believe that all non-Catholics will go to Hell and thus you try to convert all decent non-Catholics that you find. Henry seems beyond redemption but you still try.

Recently you were ordained as a priest (nun) but have kept working for Henry as an accountant on the side, so you have the opportunity to save his soul.

GOALS:

- Avoid Sin
- Convert good people to Catholicism.
- Help the needy.

CONFLICT ABILITIES:

- General Physical (3-5) 0: Physical actions, not otherwise covered (P)
- Struggle (2-5) 1: Physically restrain somebody who is attempting violence (P)
- Aura of Calm (4-5) 1: Prevent damage based on emotional upset or intimidation to anyone who considers you on their side. (NR)
- Ward off Evil (1-5) 3: Prevent all harm to yourself and one other person from all supernatural sources hateful to God. Can only be used when you have not committed a mortal sin since your last confession. (NR)

NON-CONFLICT ABILITIES:

- Priest Ordainment (1-5): Perform valid confessions, baptisms, marriages etc
- Priest Training (1-5): Ask Director for any relevant Catholic theology

RESISTS	SPECIALS	INVENTORY
Physical -2	At the start of the	Cross
Social 0	Larp you have not	Pen
Emotional -2	sinned since your last confession.	

KNOWLEDGE ABOUT HENRY: He is a lecherous and godless old man, who won't listen to what you say. He inherited all of his money and spends most of his time studying. He always has a really young girlfriend or boyfriend that he keeps secret and lavishes gifts on for a few months before dumping them for somebody new. J. Mack seems to be the latest. He or she has lasted a little over a year now, which is pretty good but not exceptional. He claims to be an atheist.

DOCTRINE ABOUT AFTERLIFE: Dead people go to Heaven if they are baptized Catholic and all of their sins have been confessed and atoned for. If they have confessed but not atoned for mortal sins or unatoned venial (less serious) sins they must pay off their debts in Purgatory before going to Heaven. The unbaptized and those with unconfessed mortal sins go to Hell. There are nine circles of Hell for varying degrees of sinfulness. The first is reserved for unbaptized but virtuous people. It lacks the active punishment of the other Hells, but it is a place with no hope and no future and of separation from God. People there are tormented not with pain, but with longing.

QUESTIONS:

What is your take on why it is just for the souls of the virtuous unbaptized to go to Hell?

Why do you care so much about saving Henry of all the people out there to save?

What is the most enjoyable part of being a priest/nun?

How did you finally leave your relationship with your family? Are any of them still alive?

Have you ever wished for a family of your own or a different life in various ways?

What are your hobbies?

Do you see Henry's young lovers as victims or as tempters?

Exidanius Rising

Age
68

G
L
C

[Christopher / Christina] Schild

APPARENT IDENTITY: Professor of theology at a Catholic college.

REAL IDENTITY: Inner circle member of the Church of Persephone, an occult organization.

BACKGROUND: You were a good Catholic for much of your life; theological debate and research were a big part of your life, but you never doubted the core faith. The fate of the virtuous pagan has always been a sticking point for you, and you became an expert on the arguments for the justness of denying heaven to those born before Christ. Everything changed when you met Henry Delacroix.

His arguments from scholarship of mythology, philosophy and history were ironclad. You were forced to accept that your god was but one of many and was imprisoning the followers of the others in Hell to increase his power. Feeling betrayed by your religion, you secretly joined Henry's. Together you worshipped Persephone, daughter of the Earth, imprisoned in Hell, whose escape will mean summer for the world, the defeat of the Christian god and no more Hell. It gets urgent, for you grow old, and Hell awaits you when you die.

You have never directly experienced anything supernatural.

GOALS:

Stay alive until Summer comes. Help it come if necessary.
Learn everything you can about Hell or Persephone.
Pretend to be Catholic to those who don't know.

CONFLICT ABILITIES:

General Physical (3-5) -1: Physical actions, not otherwise covered (P)
Debate x3 (3-5) 2: Convince somebody that rationally you must be right (S)
Debunk (4-5) 1: Cast doubt on somebody's cherished beliefs (-1) (E)
Plant Idea x3 (3-5) 1: Speak to someone about a topic so that 20 minutes later, they come to a conclusion of your choice, thinking it's their idea (S)

NON-CONFLICT ABILITIES:

Scholar x7 (2-5): Ask Director one factual question learnable through research
Pride (1-5): Use the occasion of somebody admitting that you are right and they are wrong to gain confidence (+1)

RESISTS

Physical -1
Social 2
Emotional 2

SPECIALS

None

INVENTORY

Cross
Reading Glasses

KNOWLEDGE OF COSMOLOGY/HELL: There are many gods, but the Christian god is at present firmly in control of the world and is putting the followers of the others into Hell for the bad manners of being on the losing side. Long ago, there was a goddess known by many names, but most notably as Persephone. She was the daughter of the Earth and associated with fertility, farming, sex, weather, life, death, darkness and hidden things. Every fall she died and every spring she was reborn until one winter, the power of Hell was so great, it bore her down to the deepest abyss and spring never came. The world is a colder and deader place now, spiritually as well as physically. While in Hell, she was forced to eat six pomegranate seeds representing the six out of seven Christian deadly sins she had committed: Pride, Envy, Greed, Gluttony, Lust and Wrath. These keep her imprisoned. But she cannot be forced to eat the seventh that would seal her fate forever, for it represents Sloth and Persephone never sleeps. She will be free some day and Spring will come.

Christians, and in particular Dante, are essentially correct about how things presently stand. Dead people go to heaven if they are Christian and without serious sin, a period of Purgatory then heaven if they are sinful but repentant and Christian, and Hell if non-Christian or unrepentantly sinful. There are nine circles of Hell for varying degrees of sinfulness. The first is reserved for basically decent non-Christians. It is made from the Elysian Fields of old and lacks the active punishment of the other Hells, but it is a place with no hope and no future. People there are tormented not with pain, but with longing for something more. Persephone herself is imprisoned far deeper, in the ninth circle, frozen in a pit of ice, denied the release of moving or even crying.

Hell is under Antarctica. The river Eridanus, the blessed river that flowed from Elysium and carried the virtuous out to the world to be reborn is frozen into the Ross Ice Shelf. The best hope for the poor souls in Hell is to melt open the door somehow. To that end, the Church of Persephone has been doing all they can to promote global warming. When the monitor in Henry's parlor shows the ice shelf breaking up, this means a great victory for your people.

KNOWLEDGE ABOUT PEOPLE: A. Ventura is studying the ways of Persephone under Henry Delacroix. He was converted by emotion and worships with faith instead of reason, which is probably a truer path than yours, but not one you easily understand. He is a very talented musician in several instruments. You've met briefly and found each other to be agreeable people.

L. Abrams is a poor person that Mr. Delacroix supports financially, apparently in exchange for his company. This is unsurprising as he is a lonely man, but you don't know how he met L. Abrams. They became much closer, emotionally, after his daughter, Becca Abrams, then seven-years-old, disappeared, four years ago. They are not Persephists, which is just as well. His daughter is probably dead and among those rejected by God. He doesn't need to know that.

M. Lawrence is Mr. Delacroix's personal secretary, and R. Chillingworth is his accountant as well as a Catholic priest, both for quite some time.

QUESTIONS:

What value or principle did you choose to worship Persephone based on?

What's your personal life like?

How emotionally attached to Henry are you?

What type of person do you most hate?

Exidanius Rising

E
D
S

Age
19

[Johnny/Jenny] Mack

APPARENT IDENTITY: College student

REAL IDENTITY: Henry's lover

BACKGROUND: Against all advice you are dating and in love with Henry Delacroix and have been for the past year. You know that he's had many other lovers of both genders, whom he has discarded in the past, all of them young, like you. You convince yourself that you are different. He gives you presents and loads of attention and affection -- things you've never had from anybody else before. You need him, both emotionally and financially. He is paying your way through college and doing other expensive things to help you chase your dreams. You've never had a chance before. People say he's taking advantage of you and it's true that he's very demanding, but after all he's done for you it seems worth it.

The priests at confession say you are living in sin. They're probably right, but you really just can't stop.

GOALS:

- Physically and emotionally survive.
- Find a new basis for your self-esteem.
- Try to heal your relationship with God.

CONFLICT ABILITIES:

- General Physical (3-5) 1: Physical actions, not otherwise covered (P)
- Outburst x1 (1-5) 0: Yell at somebody upsettingly when you are upset (-FL3) (S)
- Ward off Evil (1-5) 3: Prevent all harm to yourself and one other person from all supernatural sources hateful to God. Can only be used when you have not committed a mortal sin since your last confession. (NR)

NON-CONFLICT ABILITIES:

- Satisfy x3 (1-5): Know what somebody wants from you.
- Catholic school x2 (1-5): Know something relevant about Catholic theology.

RESISTS	SPECIALS	INVENTORY
Physical 1 Social -1 Emotional -1	You have sinned since your last confession. Immune to distraction or powers based in inattentiveness	None

KNOWLEDGE ABOUT HENRY: He inherited all of his money and spends most of his time studying and meeting with groups of scholars. You know that C. Schild and A. Ventura are part of that. He doesn't like to talk about them, but they bring bibles a lot and talk about Dante's Inferno, so you figure they're a bible study group and maybe you're not included because they're Protestant and you're Catholic. Henry gives a lot politically, generally to Republicans.

QUESTIONS:

Why are you different from Henry's previous lovers?

What do you want to do with your life? How has Henry helped?

Are you sympathetic to or jealous of Henry's discarded lovers?

What's your social life in school like?

What do your friends think of Henry?

Are other people in life as religious as you are?

What's your family like?

What do you most regret? What are you most proud of?

Exidanius Rising

G D C	[Morgan / Morgana] Lawrence	Age 26
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APPARENT IDENTITY: Henry's Tennis Instructor

REAL IDENTITY: Henry's Ex-lover plotting vengeance.

BACKGROUND: When you were a teenager, you and Henry were in love. Or at least you thought you were. He'd had many lovers of both genders before, but you lasted the longest: a full three years. But one day, just like everybody before, he got tired of you. You nearly killed yourself.

But instead, you began plotting to get back into his life. You took several jobs trying to get into a professional relationship with him or at least to get him to buy stuff from you. Each time you failed, your love turned more and more into hate. Finally, you got a job as his Tennis Instructor and are once again invited to things. You think your pathetic maneuverings have amused him enough for him to want to interact with you again.

But now you're not here to be with him. You are here to destroy him. You've stalked him for all the dirt you can find. And now in this desolate end of the Earth, you will kill him, and everything of his and ruin his reputation in eternity.

GOALS:

- Destroy Henry utterly in every way possible
- Destroy anybody and anything he cared about
- Destroy anybody who cared about him or helped him in any way
- Destroy Henry's reputation and those of all associated with him

CONFLICT ABILITIES:

- General Physical (3-5) 2: Physical actions, not otherwise covered (P)
- Fistfight (3-5) 1: Seriously hurt somebody unarmed (-1) (P)
- Leave a scar (3-5) 2: Disfigure somebody with a sharp object (-FL2) (target chooses P or S; a successful S resist still takes normal weapon damage)
- Scathing Remark (3-5) 1: Make a comment about a secret or not commonly discussed fact about someone (-1 each if it defeats social and emotional resist respectively) (S and E)

NON-CONFLICT ABILITIES:

- Tearful Confession x1 (1-2): Get everybody to forgive you for everything you've done when you confess it along with your reasons.

RESISTS	SPECIALS	INVENTORY
Physical 1 Social 1 Emotional -1	None	Concealed Gun (-2FL) Old Picture of Henry

KNOWLEDGE ABOUT HENRY: He's part of some weird occult group, called the Church of Persephone, which talks about Hell a lot. C. Schild and A.Ventura are in it. They seem to particularly care about the first circle of Hell. Some of them just study and talk and some do weird rituals, some of which are quite dark and disturbing. C. Schild is probably the former; Henry is definitely the latter.

Henry's secretary M. Lawrence is a serial killer. L. Abrams is basically his bitch who does all sorts of dirty work for him. You think Henry and M. killed L. Abrams's young daughter in some ritual 4 years ago, but you don't have proof.

He always has a really young girlfriend or boyfriend that he keeps secret and lavishes gifts on for a few months before dumping them for somebody new. J Mack seems to be the latest. He or she has lasted a little over a year now, which is pretty good but not exceptional. He had A. Ventura a while before you. Probably only kept him around for the cult thing.

QUESTIONS:

How does your love for Henry show through your hate?

Do you feel sorry for Henry's other lovers or hate them?

What do you plan to do after revenge? Do you even know?

What were you doing when you decided to kill Henry?

What was your last vision of a happy life?

What lies do you still tell yourself about his feelings for you?

Do you blame him for dating you or just for dumping you?

Eridanus Rising

E
L
S

Age
60

[Ivan / Inga] Brown

APPARENT IDENTITY: High School Drama teacher

REAL IDENTITY: Henry's childhood best friend

BACKGROUND: You grew up with Henry and lived next door to him. You guys went to school together and were best friends. You used to make up fairy tales and read mythology together and fantasize about having magical powers. Sometimes Henry would cook up some weird ritual out of creepy hand gestures and magic words and you would try it together. You have a few memories of thinking it worked but, of course, now you know that you were imagining it.

Henry moved out of town when you started high school. You guys never really succeeded in keeping in touch. You haven't seen him for over 40 years and now he's invited you to his 60th birthday in Antarctica. It's all a little strange.

Henry was quite compelling and still is now. From the memory of your time together you have started to idealize childhood and magic. Seeing him again reminds you of both. You need to know him again.

GOALS:

Get to know Henry again. Try to make it the same as it was.
Learn about magic and anything else unexplained and exciting.
Meet and get close to his new friends

CONFLICT ABILITIES:

General Physical (3-5) -1: Physical actions, not otherwise covered (P)
Witty comment (5) 2: Seriously ridicule somebody (-2) (S)
Acting (4-5) 2: Pretend to be or feel a certain way (E)
Empathy (3-5) 2: Know how somebody is feeling (E)
Pressure (4-5) 1: Get somebody to do what you say through social pressure (S)

NON-CONFLICT ABILITIES:

Teach x1 (3-5): Teach somebody to use one of your abilities (at your bonus and with as many uses as you began the game with)
Insight into Henry x3 (1-5): Ask Director why Henry did something

RESISTS

Physical -1
Social 1
Emotional 1

SPECIALS

None

INVENTORY

Birthday Card

KNOWLEDGE: You don't know any of these people. You don't even really know Henry any more.

QUESTIONS:

Why do you think Henry and you lost touch?

Why did you choose to teach Drama in High School?

Relate a Henry memory.

Describe your personal life/family.

Describe your political beliefs and value system.

State a controversial taste of yours.

What is the worst thing you've ever done?

What do you idealize about childhood?

Describe an important part of your worldview that would be particularly upsetting if disproved.

What is your most secret desire?

How do you feel about getting older?

What religion are you? (Cannot be Catholic or Jewish)

Parlor Larps

1 Living Room
1 Evening
1 Director
4-8 Players

DA

NPC 4

DIR 1

Dark 3

- AC -

(See Page 8)

Eridanus Rising

The fantastically wealthy and eccentric Henry Delacroix is throwing his sixtieth birthday party in his vacation home in Antarctica, inviting the handful of associates who can actually stand to be around him. The party proceeds at the expected level of awkwardness until a seemingly trivial event forces the host to reassess his priorities and rapidly changes everything.

That night, old crimes will resurface and fallen souls will rise in rebellion. Guests suddenly trapped in an isolated parlor must untangle the old man's life and his disturbing theology in order to take sides in a cosmic battle. Their successes and failures will decide the fate of the gods and the future of the world.

Standard
Requirements

\$10.00

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