A sepia-toned photograph of a snow-covered evergreen tree, likely a spruce or fir. The branches are heavily laden with snow, creating a dense, textured appearance. The lighting is soft, highlighting the intricate details of the snow-laden needles and branches. The overall mood is serene and wintry. The title "Snow White" is written in a classic, elegant cursive font, centered in the upper half of the image.

Snow White

Snow White

J

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Thanks to all our playtesters!

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Menlo Park, CA

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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.

ADAPTATIONS SERIES:

Adaptations is a Parlor Larp series that take existing, commonly known stories and create a Larps from them, converting characters from the stories to PCs.

Because of the number of central characters in most stories, Adaptations have a 6-8 player requirement rather than the usual 4-8 player requirement.

Also, unlike other Parlor Larps, the characters are all gender specific, because the original story's characters were gendered. Thus, it will usually be the case that some players will have to play characters of the opposite gender. This book will use appropriate gender pronouns when referring to characters.

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 Adaptations larp can run with 6.

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

HISTORICAL BACKGROUND:

CONTEXT:

This older version of Snow White is set in what is better known as Bavaria, in the 900s, not long after the death of Charlemagne, who brought Christianity to what was at the time northeast Europe. It takes place in one of the tiny nameless "kingdoms" on the edge of the Black Forest, far from any central government.

It is easy to lose a sense of scope when dealing with stories this old. While they speak of glory and riches, everyone is very poor, even by standards of modern fantasy and fairy tales. Survival is always the first concern -- and always in question.

GOVERNMENT AND STRUCTURE:

The seat of each kingdom is a large town with about 2000 to 4000 people, and a castle. The people in the town mostly either work in the castle or farm the surrounding countryside, though the larger towns have more craftsmen. Nearby towns within the domain of the kingdom are largely autonomous.

A successful kingdom has a standing garrison of perhaps 50 soldiers, and drafts from the peasantry in times of war. Border skirmishing and marriage are the two primary forms of diplomacy between neighboring kingdoms.

RELIGION:

Everyone is Christian. However, near the Black Forest, where too much is frightening and unexplained, most of the older, darker legends of evil spirits and witchcraft are also taken as given. A good person uses Christian rituals to keep away the extremely present and threatening dark.

ROYALTY:

The role of the King is primarily to arbitrate disputes and otherwise guide the kingdom. Most kings are very visible and accessible to ordinary people. Similarly, because work was necessarily a social activity, the role of the Queen is to guide the town in its social aspects so that necessary large-scale work can get done. Most kingdoms are not so wealthy that they can afford for their Queen not to knit or spin or help with the harvest like everyone else.

SOCIETY:

Survival is hard and winters are bitter and dangerous. The forest is deep and anything could be in it-- only strange people go very far in. Concepts of age are very different--women tend to marry around 12, as soon as they menstruate. Men marry around 16. Everyone has as many children as they can in order to have more people to work, and it is standard for many children to die young. Few people live past 40.

A good standard for understanding age: A person's social age in this society is the same as the social age of a person 1.5 times as old in modern society.

SNOW WHITE SPECIFIC THINGS:

Dwarves are midgets who often work in mines because they can move around more easily. They are generally jeered at and reviled.

Glass is legendarily rare, only imported. Glass mirrors are unheard of.

THE STORY OF SNOW WHITE: (Public background known to everyone in the castle)

A long time ago, there was a beautiful kingdom on the edge of the great forest, ruled by a good king and queen. The king had a loyal and wise advisor, Naresh, who was a great lover and appreciator of beauty. He filled the castle with beautiful things.

The queen gave birth a baby girl who had hair as black as ebony, skin as white as snow, and lips as red as blood. She named the girl Snow White, and loved her very much. However, when the princess was very young, the queen fell ill and died.

At Naresh's advice, the king remarried. The new wife that Naresh had found for him was the most beautiful woman in the land. But neither the king nor the new Queen had much time for the little princess. So Snow White was left to the care of her old nurse, Gittel.

Time passed, Snow White grew older, and still the Queen bore no children. A few years after, the king died, and the Queen and the princess grew yet more distant. The Queen spent more and more time with a gift her husband had given her for their wedding, a large glass mirror from the western lands, that was whispered to be magic.

One day, only a year after the death of the king, when the little princess was nine, she disappeared. It was said that she ran off alone into the forest and had an accident. Under the Queen's rule, the once great kingdom dwindled and weakened. Advisor Naresh became its ruler in practice, if not in name, vainly trying to hold things together. The kingdom grew weaker and weaker, and its people grew poorer and poorer, and worse seemed yet to come, for there was no heir.

Three years passed in this way. Then, a few days ago, in the middle of winter, the Prince of the neighboring kingdom to the east arrived with a large band of his men. They were invited courteously into the castle and promptly made themselves at home in the great hall, among the empty seats and threadbare tapestries. The Prince announced that he had brought back with him young princess Snow White, to whom he was now betrothed. Upon hearing this, Sevros, the commander of the paltry castle guard, swore loyalty to the Prince in delight.

In the past few days, the story has come out. Three years ago, the queen had ordered young Snow White killed, but the princess escaped. She found a cottage in the forest in which lived seven dwarves, and stayed with them, cooking and cleaning for her keep. The leader of these dwarves, Kione, had returned with them.

It was also revealed that after she had been with the dwarves for several months, the Queen tried once more to kill her. Disguised as an old peddler, she gave Snow White a poisoned apple. When the dwarves found her dead, they made a crystal coffin for her in the forest. But though Snow White did not breathe, neither did her body waste. In fact, she grew older and lovelier inside the coffin for two more years.

Two months ago, the Prince, his lieutenant, and the rest of his band were traveling through the forest and found the coffin. The Prince offered to buy it from the dwarves, but they refused. He begged them to give it to him as a gift, since he had become so much in love with Snow White that he would not be able to live without her.

The dwarves agreed to this, and the Prince carried Snow White off. After they had made some distance in the trees, he could not bear to be separated from her any longer. He opened the glass lid before all his men, climbed upon it, and lay with her. Thus jostled, the piece of poisoned apple in her throat was dislodged, and she woke.

Afterwards, she and the Prince agreed to marry and unite their kingdoms. So when Snow White had recovered enough to travel, they returned to her castle.

QUICK NOTE ON ADDRESS:

The Queen, if she were in power, should be "Your Majesty". Snow White and the Prince are "Your Highness". Naresh is "My Lord". Sevros and Armin are "Sir". Gittel can be either "Gittel", "Mother", or "Grandmother". The dwarf... is up to you.

DETAILS ABOUT THE KINGDOM:

Since the death of the king, the kingdom has changed from one of the stronger in the area to one of the weaker. Neighboring kingdoms have taken advantage of it and eaten into its territory.

Now, the town itself only has about 2000 people, all of them desperately poor. The castle only has about 60 people, of which there are only 30 guards, who are very poorly equipped. There is a small standing draft of about 100 peasants protecting the outlying areas, and the guard mostly just defends the town and nearby farms.

The Queen does not remotely do her job—she does not work with the other women, and stays inside the castle all the time while the townsfolk scramble vainly for leadership. Only the very desperate go to her to resolve disputes, and her dictates tend to be arbitrary and dissatisfying. She is feared and not well-liked. Rumors say she is a sorceress. Naresh's attempts to compensate for her failures are insufficient.

THE POLITICAL SITUATION IN THE PAST FEW DAYS:

The Prince's kingdom is only one of several that have been eating away at this one. The Prince was traveling with a band of 20 men to raid the outlying towns when he found Snow White. The Prince's men are almost a match for the castle guard because of their superior equipment. The guard could evict them from the main hall and drive them off, but only with truly devastating losses.

Everyone pretends to be delighted and polite, but the political situation is actually extremely delicate. The Prince and his men are technically just guests, but have too much political and physical clout to be ignored, and have placed themselves in the heart of the castle. In order to maintain the appearance of their being guests, everyone politely ignores the fact that they had originally been on a raiding trip. The normal people in the castle listen to Naresh, who (out of necessity) welcomed the Prince. The guard listen to Sevros, who (acting directly to deter conflict) pledged them to the Prince, assuming he marries Snow White. So the castle is somewhat under the Prince's control and somewhat not.

The Prince doesn't want to tread too hard on Naresh and Sevros' jurisdiction, because he wants good relations, and because if they decided to, they still could evict him. Until he marries Snow White, he technically means nothing. And while this kingdom would still be screwed afterward, all the others would see what he did as a diplomatically obnoxious act of war, and it would severely hurt his own reputation. So all normal activity is still being carried out by the castle staff, guarding is only being done by the guards, etc, and the Prince makes polite requests.

It's all an issue of how much everyone can get away with. It's a point of temerity that he took Snow White to her own kingdom rather than his, suggesting he was confident that they couldn't protest. As soon as he arrived, he had the Queen seized (by Sevros' men, not his own) for her crimes. He got away with this because she is sufficiently hated that, on the scale of things, she's not worth it.

THE LARP:

The wedding of Snow White and the Prince was rushed, so there are not many guests. It will take place in about three hours. Immediately before it, the Queen will be executed—the Prince is currently favoring attaching hot irons to her feet and forcing her to dance on them until she dies of exhaustion, but this has not been finalized. Still, the irons are being heated in the fireplace during this gathering.

Because the Queen is still family, Naresh has insisted that Snow White and the Prince have a moral and religious duty to spend these three hours with her (though not necessarily to talk to her much) before she dies, which they have agreed to do.

Secret Background Overview

Naresh is, in some sense, the abstract villain of the story. He is obsessed with beauty, and has, in his tenure and influence, permeated the castle with that obsession, so that it is not a place of life and growth, but a place of frozen art. The atmosphere he created drove the young Queen to a similar obsession that created in her the need to kill Snow White from jealousy.

After Snow White was awakened, while she was recovering in the Prince's camp, she began an affair with Kione. She is now pregnant, but has told no one.

The day Snow White disappeared, the Queen had ordered Sevros, who was at the time only a huntsman, to take the girl into the forest, kill her, and bring back her heart. Sevros took her to the forest, but let her go and brought back a boar's heart instead.

The Queen is a sorceress and the mirror is magic, and she talks to it and asks it questions. The foremost question is always who the most beautiful in the land is.

Character Overview

(Listed in order of decreasing necessity for smaller-group games.)
All characters are gender-specific.

SNOW WHITE: EDC. Snow White is the fairest woman in the land. But she is very young, and has a history of being either rejected or objectified. She is currently everybody's prize. She is having an affair with the dwarf.

THE PRINCE: GDS. The Prince is the heir to the neighboring kingdom to the east. He is obsessed with having the best of everything, greedy and possessive. He likes power, and is casually cruel, not necessarily because he is sadistic, but because it gives him a way to demonstrate his power over people.

THE QUEEN: GDC. The Queen believes that she needs to be beautiful in order to be worth something. She wants Snow White destroyed because Snow White threatens this. She is also bitter, lonely and wants general revenge on the world. She is a sorceress, and can talk to the mirror.

KIONE THE DWARF: GLC. The dwarf is the lightest and psychologically healthiest character in the larp. He has learned to respect, stand up for, and protect himself despite being reviled by society, and wants Snow White to do the same. He is in love with her and wants revenge on the people who have hurt her.

NARESH: EDS. Naresh was the advisor to the old King's father, then to the old King, then to the Queen. He understands the castle and kingdom better than anyone else, and is the one really in charge. All the staff answer to him because the Queen does not lead them. He is obsessed with beauty.

SEVROS: ELC. Sevros was once simply a royal huntsman. He was told by the Queen to kill Snow White, but decided not to. Since then, he has been promoted by Naresh to Commander of the castle guard because of his ability to lead and foster loyalty in his men.

GITTEL: ELS. Gittel was Snow White's nurse, and the closest thing she had to a mother. She is, however, old and somewhat crazy. She is completely devoted to Snow White, though is also fond of the Queen. She knows herbalism.

ARMIN: GLS. Armin is the Prince's lieutenant. He is very loyal to the Prince, but doesn't get much appreciation for it. He is jealous of Snow White because of the attention the Prince gives her.

Game Overview

SUMMARY:

The immediate task that should occupy most people is deciding how to execute the Queen. There will be conflict over this. In the meantime, the Queen is trying her hardest to survive, probably by escaping, but possibly by changing their minds about killing her. Any number of people might help her in this.

ESCAPING:

The closest castle exit from the room they are in is a side exit down a long hallway. Outside the castle are roads going down a small grassy hill to the main part of town. There are roads leading away from town to other towns and to the forest.

The rest of the layout of the castle and surrounding region is not specified. The Director should make these things up as they come up, depending on the balance of the game. The escape should be challenging but not impossible, and easy enough that it will definitely be attempted.

It takes 3 consecutive General Physicals, 5 minutes, and a long, thin object to pick a lock.

LOYALTIES:

The castle staff is mostly loyal to Naresh. 5 are loyal to the kingdom. 2 are loyal to the Queen. Of these, only 1 loyal to Naresh and 2 loyal to the kingdom are willing to take a serious risk for their loyalty.

The guards are primarily and strongly loyal to Sevros. 4 are loyal to the kingdom. 2 are loyal to Naresh. 1 is loyal to the Queen. 2 kingdom-loyal guards and 7 Sevros-loyal guards are willing to take serious risks for their loyalty.

Most of the women are loyal to Snow White, in addition to Naresh. 3 are willing to take serious risks for their loyalty to her, but not to Naresh.

Most of the Prince's band is loyal to the Prince. If it comes to conflict, 4 will side with Armin instead of the Prince. 3 will take serious risks for the Prince, and all 4 will take serious risks for Armin.

Everyone can identify the people willing to take risks for them, but not the people who are loyal to other people. The only exception is that Sevros knows the loyalty and risk tolerance of each guard.

Everyone who will not take serious risks, and a few who will, are willing to take some level of risk for a high enough reward. The staff, especially, will do most things for money.

INFORMATION TRANSFER:

Unless the parties are given specific good reason otherwise:

All information will leak among servants, among guards, and among the Prince's men. Most information will leak between servants and guards. Nothing will leak between castle people and the Prince's men.

Guards will report anything interesting to Sevros.

Male servants will report anything interesting to Naresh and want a reward.

Female servants will bring up anything interesting with Gittel. In extreme cases, they will report to Snow White. They will want to go to Naresh afterwards, and may go directly to him if there would be a reward.

The Prince's men will report anything interesting to Armin (or the Prince if Armin is not in play).

THE MIRROR:

The mirror is magical, sentient, and will answer questions for the Queen. It knows all factual information, but cannot give advice unless there is one obvious answer. It has never spoken to anyone besides her, and is somewhat fond of her.

The mirror ceases to function when it is broken. The Queen will feel it breaking, and then feel its absence inside her.

THE SERVANT NPC:

The Director will play an able-bodied male servant who is serving drinks and otherwise generally attending the gathering. He's also strong enough to be told to keep an eye on the Queen, and is sufficient guard for her.

The servant is in fact vital to the atmosphere, because in this gathering of elite, it is forces the image of the poverty of the common people among them. The characters are used to seeing poverty everywhere—it will help the players to have a reminder. The servant is very much not invisible. He is respectful but makes mistakes. He sometimes takes inconvenient routes across the room. Even though the dwarf is a guest, he considers the dwarf beneath him, and will spit in his drink.

He is very much someone the characters can interact with. He will be sent off to run errands and carry messages to the rest of the castle. He is not strongly loyal to anyone, and is maximally greedy. He overhears many things, and will by default report them to Naresh for money. He is very bribable, and willing to take large risks for a bribe. However, if he can get the money and sell the person out, he would rather do that and avoid taking the risk, especially if he gets paid twice.

The servant must be male even if the Director is female.

A POTENTIAL NINTH PLAYER:

If there is a ninth person who wants to participate, he can play another NPC. If there is an actual guard on the Queen (rather than just Sevros and the servant present), he can play the guard. Otherwise, he can play another servant. If there are two servants, one of them should be female.

In either case, the two NPCs should by default happy to gossip with each other, especially because they have no one else to talk to. It doubles the chances of interesting information being overheard and passed on to relevant PCs. They can haggle about splitting rewards. They may be willing to sell each other out.

MONEY:

"A small amount" = enough for a bribe with little or no risk

"A medium amount" = enough for a bribe with small risk and one with no risk

"A large amount" = enough for two bribes with major risk

RESISTS:

Note that for thematic purposes. Social and Emotional Resists have been combined in this game. The point is that most of the characters equate social assertiveness /social power and psychological health.

ABILITIES OF OTHER CHARACTERS:

The Director NPC Servant: Gen Physical (3-5) 1. Physical Resist 0. Social Resist -1.

Male Servants & Staff: Gen Physical (3-5) 0. Physical Resist -1. Social Resist -1.

Female Servants & Staff: Gen Physical (3-5) -2. Physical Resist -2 Social Resist 0.

All Guards: Gen Physical (3-5) 1. Physical Resist 0. Social Resist 0.

The Prince's Men: Gen Physical (3-5) 1. Physical Resist 1. Social Resist 1. .

The Prince's Men have Leather Armor (Swords = damage (-1))

WEAPONS:

All knives are damage (-1). All swords are damage (-2).

Advice on Setup

- If you have additional space available (such as a larger room, hallway space, or side rooms), use it. It allows for more private conversations-- especially, it allows for the Queen to suborn people more easily. Do not, however, make your playing space so large that there is no longer an obvious center or place to be.
- If possible, it would be nice to have a room with a fireplace. If this is not possible, designate an area as the fireplace.
- The room should have exactly one mirror in it. The mirror should be as large and ornate as possible. Do whatever you can to get a mirror.
- If there are other mirrors, remove them or cover them with something.
- The room should be too cold. The atmosphere of Snow White is washed with cold; the characters' lives are punctuated with it. Warmth is the dream of the innocent child, gone with the old queen. And heat is only pain and death—brief, vivid, jarring. Make it as cold as you can get away with.
- Have literal props for the irons heating in the fireplace for the Queen—they are gruesome and should have a visual effect. A pair of books is about the right size.
- If the Queen is chained, get something to actually tie her with.
- Similarly, have props for the swords.
- Have drinks and/or snacks for the servant to be serving. (Use water and pretend it's wine if necessary) First, it gives him something to do and a reason to mill around. It opens a new avenue of social interaction, and allows people to spit in drinks. It also lets Gittel drug people.
- The castle is decorated with beautiful things. Designate specific items or props as striking works of art, and make sure people understand the décor.
- Make the area as stark and cold as possible in appearance. Use cold rather than warm colors. If you can, use white/grey, but not if you only have warm whites.
- If you have time, vacuum the carpet and straighten out the room to make things feel more stark and barren.

Advice on Casting & Running

ADVICE ON CASTING:

- It is vital that the Prince be played by somebody who can be confident, assertive and casually cruel / sadistic.
- It is vital that Naresh be played by somebody who can make other people aware of and concerned with beauty, however he chooses to implement this effect. (See his character sheet.)
- It is important that Snow White be played by somebody who can give a sense of physical vulnerability and delicacy. Snow White should be physically small if at all possible, smaller than the Prince.
- It is important that the Queen be played by somebody who can be very aware of her body and its nuances.
- Gittel should be played by somebody who can handle playing being crazy/senile maturely.
- Whoever plays Kione should be aware that he will be spit on, reviled, and unfairly left out the entire game.

ADVICE ON RUNNING:

- If the Queen is in chains, make sure you know how many keys there are and where they are. Sevros will automatically have a copy of the key.
- If combat involving large sets of servant, guards and/or Prince's men breaks out, just have each set of these people go together. If they bid, have them all bid the same thing. If they're attacking multiple people, just divide the damage evenly. This will save a lot of time and calculation. In fact, if your players are amenable to it, just sort of wing the combat and narrate it.
- Establish whether any given physical damage will leave a scar.
- If Gittel is in play, she has potentially unlimited variety of uses of her Herbalism ability, subject to Director approval. Approve or restrict her as convenient for the plot (e.g., don't let her drug everyone so the Queen can escape). Some things might take time to prepare, but can still be finished within the three hours.
- Remember that it's winter. Make it come up whenever you can to help the atmosphere. Also make escape plans work around it.

Larp-Specific Rules and Beginning Announcements

(Read this to your players at start of game)

LARP-SPECIFIC RULES:

- The Resists in this game are Physical and Social. The default Social and Emotional Resists have been combined for thematic purposes-- in this universe, your social strength does equate to your psychological strength.

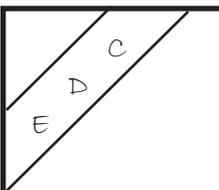
BEGINNING ANNOUNCEMENTS:

- Remember that it's winter.
- The castle, although poor, is still very beautifully decorated. There are truly remarkable items in every room, including this one. Assume that even practical furniture items are thoughtfully stylish and beautiful.
- The servant is a character, not just a convenient way for the Director to go around. Feel free to interact with him normally. He will take initiative.
- The Prince and Sevros together should work out how the Queen is being kept. Is she in chains? Under guard? Do keep in mind that she's only a woman, and there are plenty of men in the room to keep her under control, so it's an active statement of concern if she is restrained too forcefully.
- Dwarves are thought of as pathetic specimens of human beings and freaks. By default, normal people will revile, ridicule and have no respect for them.
- If you've never seen the mirror before, it's pretty strange and disturbing.
- Remember the age difference. However, faster social maturity doesn't mean faster physical or emotional maturity.
- Recall the irons for the Queen's execution are being heated in the fireplace. This is not a common means of execution, and it is kind of gruesome.
- You are here because Naresh strongly insisted that you should be, and it wasn't worth it to argue. Don't leave without a good reason.
- This story has a lot to do with characters' relationships with their bodies, how much control they have, how much space they take up. Try acting with this in mind. The Prince takes up tons, but Snow White takes up a tiny amount. The Queen vacillates wildly. Tips: Keep your arms close to you to take little space. Fling your arms out to take more. When sitting on a couch, crossing your legs in one direction and extending your arm along the back of the couch in the opposite direction takes the most space, because it occupies both sides around you. The best way to look extremely high-status is to hold your head still when you talk.

Snow White

Age
12

Snow White



APPARENT IDENTITY: A young princess, the fairest girl in the land

REAL IDENTITY: A young woman struggling amid forces trying to use her.

PERSONAL BACKGROUND: You learned about the importance of beauty from Naresh when you were growing up. While you rarely saw each other, he often remarked upon yours and seemed to judge you so strongly upon it that you felt self-conscious.

You were close to Gittel, your nurse, when you were growing up. She was the only person who cared for you. She also knows herb medicine.

When you were nine, the Queen gave you into Sevros' hands, and he took you deep into the forest. Then suddenly he stopped walking, drew a knife to your throat, paused for a time, let you go, and told you to run away and never come back. You ran deeper into the forest and found the house of the dwarves.

You lost your virginity to the Prince when he woke you, but have not known him since. You were somewhat afraid of him, and insisted Kione go with you back to the castle. During the recovery and trip, you realized how close you were to him, he professed love to you, and you have been carrying on an affair. You are now pregnant with his child, and when it is born, it will be obvious that it is not the Prince's. You like, trust, and confide in Kione. You know you can turn to him. However, you have not told Kione about the baby.

CONFLICT ABILITIES:

- General Physical (3-5) -1: Physical actions not otherwise covered (P)
- Make Someone Feel Ugly x2 (2-5) 2: Make someone feel ugly by unselfconsciously brushing your dress or adjusting your hair (S) (-FL 3)
- Plead for Mercy x1 (1-3) 1: Get people to stop hurting you. (S)
- Charm x1 (2-5) 1: Make someone trust you for one conversation (S)
- Helpless Innocent (1-5) 1: Make someone who has just helped you in some way feel better for having done so (+1) (S)

NON-CONFLICT ABILITIES:

- fail to Die x1 (0): Although reduced to Health 0, you can still be revived.

RESISTS

Physical -3
Social -2

SPECIALS

Make Feel Ugly is (-FL2)
on the Queen

INVENTORY

A small knife

GOALS:

Protect and keep yourself even though everyone wants things from you. Somehow solve the problem of the baby.

KNOWLEDGE:

Sevros used to be just a huntsman, when he took you into the forest.

QUESTIONS TO ANSWER:

How do you feel about your real mother?

What was your childhood like?

How did you feel about your stepmother before she tried to kill you?

How did you feel about her after the incident with Sevros? What about now?

Why do you think she tried to kill you?

What do think should happen to her? What do you want to happen to her?

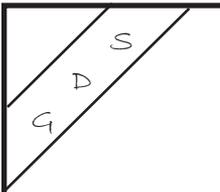
What impact did waking up to the Prince having sex with you have on you?

How do you feel about the Prince? Why did you agree to marry him?

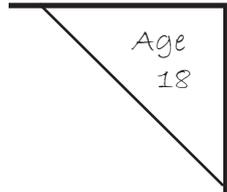
Do you love Kione? If so, what does that mean to you? If not, why have an affair with him? Why start when you did?

How would you wish everything to turn out, if you could decide?

How do you feel about being beautiful?



Snow White



The Prince

APPARENT IDENTITY: Prince of a neighboring kingdom, betrothed of Snow White.

REAL IDENTITY: Ambitious and self-serving prince

BACKGROUND: You grew up the only heir of your kingdom, taught to always want only the highest and the best, and believe that lack of ambition is a personal flaw. Thus you really are passionate and sincere, even if people sometimes see you as selfish. However, you also enjoy power far too much, and are always after it. You are rather sadistic, in that you enjoy demonstrating power over people by hurting or scaring them.

Armin has been your faithful lieutenant for a long time. You don't pay much attention to him, but you trust him completely.

You were pleased to discover that Snow White was a virgin when you first knew her in the coffin, though you haven't touched her since because you're waiting to be married. You are extremely happy to have the most beautiful woman in the land.

GOALS:

- Possess Snow White-- all of her body and soul, completely and exclusively.
- Take control of SW's kingdom, ideally away from Naresh. Become King.
- Hurt, scare, and have power over people.
- Control every situation.
- Seize the best of everything for yourself. Do not settle for second.

CONFLICT ABILITIES:

- General Physical (3-5) 1: Physical actions not otherwise covered (P)
- Fighting (2-5) 0: Do physical damage with or without a weapon (P)
- Intimidate (3-5) 1: Look menacing and make someone scared of you (-1) (S)
- Scorn x2 (3-5) 2: Look down on some with a scathing insult (-2) (S)
- Largess (4-5) 0: Make someone who accepts your power over them happier by promising them some small reward or bonus (+1) (S)

NON-CONFLICT ABILITIES:

- Eloquent (3-5): Sound really eloquent, sincere, passionate, and convincing

RESISTS	SPECIALS	INVENTORY
Physical 1 Social 1	Intimidate is base 2 on Snow White	Sword Knife A Large amount of money

QUESTIONS TO ANSWER:

What is your father, the King, like?

Do you have siblings? What are they like?

What is your mother like? Is she still alive?

How do you feel toward your family?

Why were you going raiding? Do you like raiding?

Why do you want power over people so much?

What does Snow White mean to you?

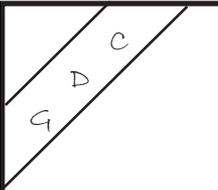
How do you feel toward the Queen?

What, as a player, do you consider a positive trait of this character?

Snow White

Age
22

The Queen



APPARENT IDENTITY: Beautiful Queen, Snow White's stepmother

REAL IDENTITY: Bitterly lonely, beauty-obsessed sorceress

BACKGROUND: When you were 12, you were married to the King. You were a foreigner, a trophy, and socially besieged. Your husband was not very assertive, and your new world was largely made up by the influence of his advisor, Naresh. Naresh prized your beauty and made you understand that it was the sole and strongest reason you were valuable. You were so young at the time that this attitude grew into a central part of your psyche.

Because you were so completely alone, you started learning witchcraft as a way of getting power. You learned to speak to your mirror and make it tell you things. It reassured you that while your husband did not love you, you were the most beautiful woman in the land, and you increasingly grew dependent on that idea.

When Snow White was 9, you learned from the mirror that she had become more beautiful than you. Already threatening your tenuous power as Queen by being the only heir, she began to also challenge your essential worth and reason to exist. You had Sevros take her out into the forest, kill her, and bring back her heart. However, you found out several months later that she was still alive, living in the forest with seven dwarves. So you used your magic to disguise yourself, make poisons, and tried three times to kill her. The last time, the mirror told you that she was finally gone, and you were content.

CONFLICT ABILITIES:

- General Physical (1-5) 0: Physical actions not otherwise covered (P)
- Dignity (3-5) 1: Make someone feel weaker and cause him to give in to a trivial demand, by looking dignified (-FL 4) (S)
- Stare (3-5) 1: Make someone feel weaker by staring at them (-1) (S)
- Majesty x1 (2-5) 2: Cow everyone in the room with your majesty (-FL 3) (S)

NON-CONFLICT ABILITIES:

- Speak to Mirror x3 (1-5): Ask the Mirror any factual question (ask Director)
- Curse x1 (1-5): Draw your own blood (can be small amount) to pronounce a specific witchy curse on someone. Effect is long term, not immediate.

RESISTS	SPECIALS	INVENTORY
Physical -1 Social 2	Social Resist is -2 in matters regarding beauty.	In Chains A medium amount of money (in jewels)

GOALS:

Survive somehow. In any way. At all.

Kill, ruin and completely destroy Snow White in every way possible.

Ruin everyone and everything, get revenge on the world.

KNOWLEDGE:

At the time you told Sevros to kill Snow White, he had just been a royal

huntsman. Naresh since promoted him to commander of the guard.

The women in the castle avoid you. Only Gittel tries to talk to you some-

times, and she's old and a little nuts.

QUESTIONS TO ANSWER:

Did you love the old king? If so, why? If not, how did you feel about him?

Does it bother you that you never had a child? Why or why not?

How exactly do you feel toward Snow White?

Why did you never confront Sevros after learning that she wasn't dead?

Why do you not lead your people?

How do you feel about being hated by your people?

What was your original family like, before you moved to live with the King?

If you could change something about yourself, what would it be?

If you could make everything exactly as you wanted it, what would things be like?

Snow White

Age
16

Kione the Dwarf

APPARENT IDENTITY: Leader of 7 midget miners, whom Snow White had lived with.

REAL IDENTITY: Snow White's lover and only friend.

BACKGROUND: All your life you have been ridiculed and misused by the large people. You finally realized that the only way to live and not just survive was to appreciate your strengths, accept your weaknesses, make your own decisions, and stand up for yourself by any means necessary. You and 6 midget friends of yours built a cottage on the woods by a mine where you could live and work together, relatively secluded from the larger world.

The seven of you felt sorry for Snow White when she first arrived, and happily kept her as a housekeeper and a friend. Despite being a big female living with a group of midget men, she never looked at you differently and there was no sexual tension. You were extremely grieved when she died.

After she awoke she was lonely, scared of the Prince, and nervous at returning to her castle. She insisted you travel back with her -- the others didn't want to go, but you volunteered because you were in love with her. During the recovery and trip, the two of you became closer and eventually became secret lovers.

CONFLICT ABILITIES:

General Physical (2-5) 1: Physical actions not otherwise covered (P)

Fist Fighting (2-5) 1: Physically attack without a weapon (-1) (P)

Stare Down x2 (3-5) 2: Make someone back down from a nonessential action by staring them down. Cannot take below FL 2. (-2) (S)

Small x2 (2-5) 1: Flee a conflict by physically ducking under/around something where other people can't immediately fit

Friend x3 (1-5) 2: Make Snow White feel better after talking (+1) (S)

NON-CONFLICT ABILITIES:

Handcraft (4-5): Make something given tools and materials

RESISTS

Physical 1
Social 3

SPECIALS

None

INVENTORY

Knife
A medium amount of money

GOALS:

Support Snow White in what's good for her, even if she disagrees.
Help her be her own person.
End up with Snow White somehow.
Get revenge on everyone who has hurt Snow White, starting with the Queen.

QUESTIONS TO ANSWER:

How did you come to live alone in the forest with the other dwarves?

Why do they accept you as their leader?

What are they like? What is your relationship with them? What do you like and dislike about them?

How do you feel about mining?

When did you fall in love with Snow White?

Did it surprise you to fall in love with her? Why or why not?

Do you think she loves you?

Do you actually think you have a chance of getting her from the Prince?

What was your life like before you met the other dwarves? Did your family accept you? What did they do?

Why is revenge important?

What, if anything, are you willing to give Snow White up for, and why?

Snow White

Advisor Naresh

Age
41

S
D
E

APPARENT IDENTITY: Nominally advisor to the King, then Queen, actually the person who pretty much runs the castle and kingdom

REAL IDENTITY: Conservative administrator obsessed with beauty

BACKGROUND: You were the royal advisor since Snow White's grandfather's time. The late king was not very assertive, and you took over much administration, and even more when the extremely ineffective Queen took over. You're the one really in charge, and you know the castle and kingdom better than anyone else.

You are very pious, and believe that God created meaning in the world in the form of beauty, both physical and conceptual. Because of your influence, this idea of yours has seeped into every aspect of castle life.

You are very glad that Snow White is back, because you have been afraid the kingdom will perish for lack of an heir. You are also glad she has found such an appropriate husband. However, you will be less than happy to simply turn over the reigns of this kingdom that you single-handedly kept alive to the young and pompous Prince.

GOALS:

- Support beauty; beautiful things and also beautiful moments or ideas.
- Make other people understand the value of beauty.
- Serve your kingdom. Achieve what is best for it.
- Serve god.

CONFLICT ABILITIES:

- General Physical (3-5) -1: Physical actions not otherwise covered (P)
- Castigate (1-5) 1: Criticize someone (you must be in power) (-FL3) (S)
- Pressure x5 (2-5) 2: Pressure someone into not breaking a point of etiquette (does not work if he's attempting an obvious major transgression) (S)
- Detect Lie x3 (1-5) 1: Determine if the last statement was a lie (S)
- Compliment (1-5) 1: Make someone feel both more beautiful and more concerned about staying beautiful by complimenting their beauty (+1) (S)

NON-CONFLICT ABILITIES:

- Speech x5 (3-5): Make a dramatic, sweeping and eloquent speech

RESISTS	SPECIALS	INVENTORY
Physical -1 Social 2	+1 in all conflicts on issues involving beauty, except against Snow White	Master keys to the castle A medium amount of money

IMPORTANT OOC NOTE : Naresh is, in some sense, the major subtle villain of the story. His ideas about beauty and his thorough control of the castle combined to make a sort of pressure that seeped through every aspect of castle life and made it impossible for anyone except him to have a successful life in it. This effect is what drove the young queen, lonely and estranged, to become obsessed with her own beauty as the only measure of her worth. Naresh is a critical character because he sets the atmosphere and tension of the room, forcing people to stay self-conscious and keeping them from relaxing. Consequently, he should be played with this effect in mind.

KNOWLEDGE:

Sevros used to be just a huntsman. You saw his skill at leading men and had him promoted, eventually to commander of the guard.

The staff is mostly loyal to you. The guards are mostly loyal to Sevros, though there are two who are loyal to you. The NPC servant is loyal to you. There is one servant who is willing to take serious risks for you.

QUESTIONS TO ANSWER:

What do you enjoy doing in your spare time?

Why is beauty so special? How did you come to believe this?

Are you in love with the Queen? With Snow White? If not, how do you feel about each of them?

What does God mean to you?

Why is it important that this gathering take place?

How do you feel about the kingdom? What do you want for it?

What do you want for yourself?

What was your childhood like?

Snow White

Age
28

Commander Sevros

E
L
C

APPARENT IDENTITY: Commander of the guard, now serving the Prince

REAL IDENTITY: The huntsman who did not kill Snow White despite orders

BACKGROUND: You believe in loyalty, service and good. You had a lot of pity for the young Queen when she first arrived, a stranger in the kingdom with no friends, obviously sensitive and lonely. You fell in love with her and have been in love with her all this time, though have said nothing because of your obvious unworthiness.

Three years ago, she ordered you to take Snow White into the forest, kill her, and bring back her heart. You accepted this as a command from your rightful queen. You took her a few hours into the forest, drew a knife to her throat, and found that you could not kill her. So you let her go and told her to run away, killed a wild boar, and brought back that heart instead.

Since then, your loyalty and service has promoted you even as your kingdom dwindled. You are deeply loyal to your kingdom and Queen, but you surrendered the castle and your service to the Prince because you knew your land could not stand up to his men without more loss and strife, which it does not need. You say you are his man. Maybe he will heal the kingdom.

GOALS:

- Do the right thing.
- Serve your kingdom and your people.
- Decide what your loyalties are.

CONFLICT ABILITIES:

- General Physical (2-5) 2: Physical actions not otherwise covered (P)
- Aim (2-5) 1: Attack with a sword (-FL2) (P)
- Dissemble x2 (3-5) 1: Get people to stop pressing you about an issue (S)
- Composure x3 (2-5) 0: Pressure someone to be more composed, by force of example. You must be at a higher FL than them. (+1) (S)
- Casual Remark x2 (3-5) 1: Casually question the effectiveness of someone's behavior or course of action as though you really mean it (-1) (S)

NON-CONFLICT ABILITIES:

- Inspiration x1 (1-5): Ask Director for a useful piece of information regarding some situation or goal

RESISTS

Physical 2
Social 0

SPECIALS

You can choose to add your bid amount to damage instead of bonus when bidding

INVENTORY

Sword
Knife
A small amount of money

KNOWLEDGE:

Back when you took Snow White into the forest, you were still a huntsman.

Since then, Naresh has promoted you for your leadership skills.

The guard are nearly all very loyal to you personally, though 2 are primarily loyal to Naresh, 1 to the Queen, and 4 to the kingdom. 7 are willing to take serious risks for you.

QUESTIONS TO ANSWER:

How did you feel about seizing the Queen?

Why did you let Snow White go?

Why did you lie to the Queen about it?

How do you feel about Snow White's return?

How do you feel about the dwarf and his role?

What kind of a person do you consider yourself?

What do you respect in a person?

What do you despise in a person?

What is something you definitely don't want to happen?

Snow White

Nurse Gittel

S
L
E

Age
39

APPARENT IDENTITY: Snow White's old, somewhat crazy nurse

REAL IDENTITY: Old woman extremely devoted to Snow White

BACKGROUND: After Snow White's mother died, you were the one who raised her. She was the light of your life, and you went a little bit crazy when she died. Now that she is back, it's like everything you lost has returned to you. In your mind, she's still the innocent little girl that you need to take care of and protect.

The last time you saw her was when Sevros was taking her away for some reason or another. You always suspected his hand in her disappearance, and never trusted him.

You are quite fond of the Queen, and feel sorry for how alone she is. The other castle women were afraid of her, but you try to talk to her and help her. You were horrified to find out that she tried to kill Snow White, and are not sure how you feel about this.

GOALS:

Protect Snow White from harm at all costs.

Take care of Snow White. Baby her. Never let anything hurt her again.

Keep Snow White away from that disgusting dwarf. You don't like the way he keeps looking at her, and she's far too good for him.

Help the Queen somehow.

(Remember that you're somewhat crazy -- roleplay it!)

CONFLICT ABILITIES:

General Physical (3-5) -2: Physical actions not otherwise covered (P)

Shame x1 (1-5) 2: Embarrass by criticizing bad behavior (-FL3) (S)

Adrenaline x1 (1-5) 3: Physically attack with a knife (-FL2) (P)

Interfere x1 (1-5) 2: Throw yourself in the way, preventing physical actions for all but one person (P)

Croon x3 (1-5): Comfort someone by hugging (+1) (S)

NON-CONFLICT ABILITIES:

Miscellaneous Herbalism (2-5): Ask Director if you can do it

Sacrifice x1 (1-5): Take physical damage instead of someone else

RESISTS

Physical -2

Social -1

SPECIALS

Cannot be socially prevented from directly defending Snow White

INVENTORY

Herbs

KNOWLEDGE:

Back when Snow White disappeared, Sevros was still just a huntsman. Naresh has since promoted him, and he's now guard commander. Most of the staff is loyal to Naresh and the guard loyal to Sevros. However, the women talk to you a lot, and are fond of you. They have been afraid of the Queen and avoid talking to her, but many of them are loyal to Snow White more than Naresh. 3 of them are willing to take serious risks for her. You think Sevros is in love with the Queen.

QUESTIONS TO ANSWER:

How does your craziness manifest?

What is your background? You nursed Snow White, so you must have had a baby of your own. What happened to him/her? Were you married? If so, what was your husband like? What happened to him?

What do you think of the Prince?

Are you a good Christian? What do you think about God?

What does age mean to you?

What do you daydream about?

How have you been thinking about Snow White all these years she was thought dead?

What do you want for the Queen?

Snow White

Age
23

Lieutenant Armin

S
L
G

APPARENT IDENTITY: Loyal lieutenant to the Prince

REAL IDENTITY: Underappreciated servant to the Prince

BACKGROUND: You have served at the head of the Prince's band since he first learned to swing a sword. He trusts you like no other, and you always prove worthy of it, but he never gives you much attention or approval. You know that he is very ambitious and passionate, and always and only wants the best of everything. He can also be a little sadistic at times, but in that, as in everything else, you serve him.

You've hate and are quite jealous of Snow White -- since the Prince has met her, he's been talking about nothing but her and taking over her kingdom. She also seems suspiciously attached to the dwarf -- the two of them spend large amounts of time together, and you suspect they're having an affair.

GOALS:

- Serve the Prince. Get him to appreciate you.
- Give Snow White a miserable time, as well as anyone else the Prince pays too much attention to.
- Get secure power for yourself. Maybe even if you have to leave the Prince for it.

CONFLICT ABILITIES:

- General Physical (2-5) 1: Physical actions not otherwise covered (P)
- Frighten x2 (3-5) 1: Make someone scared of you (-FL2) (S)

NON-CONFLICT ABILITIES:

- Notice x1 (3-5): Get Director to notify you if a particular type of event is happening. Specify ahead of time. (Ex, someone is revealing a secret to Snow White.)
- Good With Sword x2 (3-5): Do 1 FL additional damage with your sword

RESISTS

Physical 1
Social 1

SPECIALS

Social Resist -1 against Prince

INVENTORY

Leather Armor (swords are damage (-1)),
Knife
Sword
A small amount of money

KNOWLEDGE:

4 men in the Prince's band are more loyal to you than to the Prince.

QUESTIONS TO ANSWER:

What do you like to do in your spare time?

What is your background like? Where is your family?

Why are you so loyal to the Prince even though he doesn't appreciate you?

Do you think he is a good person? Why or why not?

What do you daydream about?

If you could have it all your way, what do you wish to happen from all of this?

What does it mean to be a man?

What do you respect in a person?

What do you despise in a person?

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

HISTORICAL BACKGROUND:

CONTEXT:

This older version of Snow White is set in what is better known as Bavaria, in the 900s, not long after the death of Charlemagne, who brought Christianity to what was at the time northeast Europe. It takes place in one of the tiny nameless "kingdoms" on the edge of the Black Forest, far from any central government.

It is easy to lose a sense of scope when dealing with stories this old. While they speak of glory and riches, everyone is very poor, even by standards of modern fantasy and fairy tales. Survival is always the first concern -- and always in question.

GOVERNMENT AND STRUCTURE:

The seat of each kingdom is a large town with about 2000 to 4000 people, and a castle. The people in the town mostly either work in the castle or farm the surrounding countryside, though the larger towns have more craftsmen. Nearby towns within the domain of the kingdom are largely autonomous.

A successful kingdom has a standing garrison of perhaps 50 soldiers, and drafts from the peasantry in times of war. Border skirmishing and marriage are the two primary forms of diplomacy between neighboring kingdoms.

RELIGION:

Everyone is Christian. However, near the Black Forest, where too much is frightening and unexplained, most of the older, darker legends of evil spirits and witchcraft are also taken as given. A good person uses Christian rituals to keep away the extremely present and threatening dark.

ROYALTY:

The role of the King is primarily to arbitrate disputes and otherwise guide the kingdom. Most kings are very visible and accessible to ordinary people. Similarly, because work was necessarily a social activity, the role of the Queen is to guide the town in its social aspects so that necessary large-scale work can get done. Most kingdoms are not so wealthy that they can afford for their Queen not to knit or spin or help with the harvest like everyone else.

SOCIETY:

Survival is hard and winters are bitter and dangerous. The forest is deep and anything could be in it-- only strange people go very far in. Concepts of age are very different--women tend to marry around 12, as soon as they menstruate. Men marry around 16. Everyone has as many children as they can in order to have more people to work, and it is standard for many children to die young. Few people live past 40.

A good standard for understanding age: A person's social age in this society is the same as the social age of a person 1.5 times as old in modern society.

SNOW WHITE SPECIFIC THINGS:

Dwarves are midgets who often work in mines because they can move around more easily. They are generally jeered at and reviled.

Glass is legendarily rare, only imported. Glass mirrors are unheard of.

THE STORY OF SNOW WHITE: (Public background known to everyone in the castle)

A long time ago, there was a beautiful kingdom on the edge of the great forest, ruled by a good king and queen. The king had a loyal and wise advisor, Naresh, who was a great lover and appreciator of beauty. He filled the castle with beautiful things.

The queen gave birth a baby girl who had hair as black as ebony, skin as white as snow, and lips as red as blood. She named the girl Snow White, and loved her very much. However, when the princess was very young, the queen fell ill and died.

At Naresh's advice, the king remarried. The new wife that Naresh had found for him was the most beautiful woman in the land. But neither the king nor the new Queen had much time for the little princess. So Snow White was left to the care of her old nurse, Gittel.

Time passed, Snow White grew older, and still the Queen bore no children. A few years after, the king died, and the Queen and the princess grew yet more distant. The Queen spent more and more time with a gift her husband had given her for their wedding, a large glass mirror from the western lands, that was whispered to be magic.

One day, only a year after the death of the king, when the little princess was nine, she disappeared. It was said that she ran off alone into the forest and had an accident. Under the Queen's rule, the once great kingdom dwindled and weakened. Advisor Naresh became its ruler in practice, if not in name, vainly trying to hold things together. The kingdom grew weaker and weaker, and its people grew poorer and poorer, and worse seemed yet to come, for there was no heir.

Three years passed in this way. Then, a few days ago, in the middle of winter, the Prince of the neighboring kingdom to the east arrived with a large band of his men. They were invited courteously into the castle and promptly made themselves at home in the great hall, among the empty seats and threadbare tapestries. The Prince announced that he had brought back with him young princess Snow White, to whom he was now betrothed. Upon hearing this, Sevros, the commander of the paltry castle guard, swore loyalty to the Prince in delight.

In the past few days, the story has come out. Three years ago, the queen had ordered young Snow White killed, but the princess escaped. She found a cottage in the forest in which lived seven dwarves, and stayed with them, cooking and cleaning for her keep. The leader of these dwarves, Kione, had returned with them.

It was also revealed that after she had been with the dwarves for several months, the Queen tried once more to kill her. Disguised as an old peddler, she gave Snow White a poisoned apple. When the dwarves found her dead, they made a crystal coffin for her in the forest. But though Snow White did not breathe, neither did her body waste. In fact, she grew older and lovelier inside the coffin for two more years.

Two months ago, the Prince, his lieutenant, and the rest of his band were traveling through the forest and found the coffin. The Prince offered to buy it from the dwarves, but they refused. He begged them to give it to him as a gift, since he had become so much in love with Snow White that he would not be able to live without her.

The dwarves agreed to this, and the Prince carried Snow White off. After they had made some distance in the trees, he could not bear to be separated from her any longer. He opened the glass lid before all his men, climbed upon it, and lay with her. Thus jostled, the piece of poisoned apple in her throat was dislodged, and she woke.

Afterwards, she and the Prince agreed to marry and unite their kingdoms. So when Snow White had recovered enough to travel, they returned to her castle.

QUICK NOTE ON ADDRESS:

The Queen, if she were in power, should be "Your Majesty". Snow White and the Prince are "Your Highness". Naresh is "My Lord". Sevros and Armin are "Sir". Gittel can be either "Gittel", "Mother", or "Grandmother". The dwarf... is up to you.

DETAILS ABOUT THE KINGDOM:

Since the death of the king, the kingdom has changed from one of the stronger in the area to one of the weaker. Neighboring kingdoms have taken advantage of it and eaten into its territory.

Now, the town itself only has about 2000 people, all of them desperately poor. The castle only has about 60 people, of which there are only 30 guards, who are very poorly equipped. There is a small standing draft of about 100 peasants protecting the outlying areas, and the guard mostly just defends the town and nearby farms.

The Queen does not remotely do her job—she does not work with the other women, and stays inside the castle all the time while the townsfolk scramble vainly for leadership. Only the very desperate go to her to resolve disputes, and her dictates tend to be arbitrary and dissatisfying. She is feared and not well-liked. Rumors say she is a sorceress. Naresh's attempts to compensate for her failures are insufficient.

THE POLITICAL SITUATION IN THE PAST FEW DAYS:

The Prince's kingdom is only one of several that have been eating away at this one. The Prince was traveling with a band of 20 men to raid the outlying towns when he found Snow White. The Prince's men are almost a match for the castle guard because of their superior equipment. The guard could evict them from the main hall and drive them off, but only with truly devastating losses.

Everyone pretends to be delighted and polite, but the political situation is actually extremely delicate. The Prince and his men are technically just guests, but have too much political and physical clout to be ignored, and have placed themselves in the heart of the castle. In order to maintain the appearance of their being guests, everyone politely ignores the fact that they had originally been on a raiding trip. The normal people in the castle listen to Naresh, who (out of necessity) welcomed the Prince. The guard listen to Sevros, who (acting directly to deter conflict) pledged them to the Prince, assuming he marries Snow White. So the castle is somewhat under the Prince's control and somewhat not.

The Prince doesn't want to tread too hard on Naresh and Sevros' jurisdiction, because he wants good relations, and because if they decided to, they still could evict him. Until he marries Snow White, he technically means nothing. And while this kingdom would still be screwed afterward, all the others would see what he did as a diplomatically obnoxious act of war, and it would severely hurt his own reputation. So all normal activity is still being carried out by the castle staff, guarding is only being done by the guards, etc, and the Prince makes polite requests.

It's all an issue of how much everyone can get away with. It's a point of temerity that he took Snow White to her own kingdom rather than his, suggesting he was confident that they couldn't protest. As soon as he arrived, he had the Queen seized (by Sevros' men, not his own) for her crimes. He got away with this because she is sufficiently hated that, on the scale of things, she's not worth it.

THE LARP:

The wedding of Snow White and the Prince was rushed, so there are not many guests. It will take place in about three hours. Immediately before it, the Queen will be executed—the Prince is currently favoring attaching hot irons to her feet and forcing her to dance on them until she dies of exhaustion, but this has not been finalized. Still, the irons are being heated in the fireplace during this gathering.

Because the Queen is still family, Naresh has insisted that Snow White and the Prince have a moral and religious duty to spend these three hours with her (though not necessarily to talk to her much) before she dies, which they have agreed to do.

Larp-Specific Rules and Announcements

LARP-SPECIFIC RULES:

- The Resists in this game are Physical and Social. The default Social and Emotional Resists have been combined for thematic purposes-- in this universe, your social strength does equate to your psychological strength.

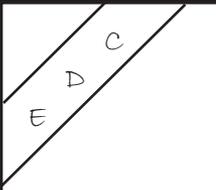
BEGINNING ANNOUNCEMENTS:

- Remember that it's winter.
- The castle, although poor, is still very beautifully decorated. There are truly remarkable items in every room, including this one. Assume that even practical furniture items are thoughtfully stylish and beautiful.
- The servant is a character, not just a convenient way for the Director to go around. Feel free to interact with him normally. He will take initiative.
- The Prince and Sevros together should work out how the Queen is being kept. Is she in chains? Under guard? Do keep in mind that she's only a woman, and there are plenty of men in the room to keep her under control, so it's an active statement of concern if she is restrained too forcefully.
- Dwarves are thought of as pathetic specimens of human beings and freaks. By default, normal people will revile, ridicule and have no respect for them.
- If you've never seen the mirror before, it's pretty strange and disturbing.
- Remember the age difference. However, faster social maturity doesn't mean faster physical or emotional maturity.
- Recall the irons for the Queen's execution are being heated in the fireplace. This is not a common means of execution, and it is kind of gruesome.
- You are here because Naresh strongly insisted that you should be, and it wasn't worth it to argue. Don't leave without a good reason.
- This story has a lot to do with characters' relationships with their bodies, how much control they have, how much space they take up. Try acting with this in mind. The Prince takes up tons, but Snow White takes up a tiny amount. The Queen vacillates wildly. Tips: Keep your arms close to you to take little space. Fling your arms out to take more. When sitting on a couch, crossing your legs in one direction and extending your arm along the back of the couch in the opposite direction takes the most space, because it occupies both sides around you. The best way to look extremely high-status is to hold your head still when you talk.

Snow White

Age
12

Snow White



APPARENT IDENTITY: A young princess, the fairest girl in the land

REAL IDENTITY: A young woman struggling amid forces trying to use her.

PERSONAL BACKGROUND: You learned about the importance of beauty from Naresh when you were growing up. While you rarely saw each other, he often remarked upon yours and seemed to judge you so strongly upon it that you felt self-conscious.

You were close to Gittel, your nurse, when you were growing up. She was the only person who cared for you. She also knows herb medicine.

When you were nine, the Queen gave you into Sevros' hands, and he took you deep into the forest. Then suddenly he stopped walking, drew a knife to your throat, paused for a time, let you go, and told you to run away and never come back. You ran deeper into the forest and found the house of the dwarves.

You lost your virginity to the Prince when he woke you, but have not known him since. You were somewhat afraid of him, and insisted Kione go with you back to the castle. During the recovery and trip, you realized how close you were to him, he professed love to you, and you have been carrying on an affair. You are now pregnant with his child, and when it is born, it will be obvious that it is not the Prince's. You like, trust, and confide in Kione. You know you can turn to him. However, you have not told Kione about the baby.

CONFLICT ABILITIES:

- General Physical (3-5) -1: Physical actions not otherwise covered (P)
- Make Someone Feel Ugly x2 (2-5) 2: Make someone feel ugly by unselfconsciously brushing your dress or adjusting your hair (S) (-FL 3)
- Plead for Mercy x1 (1-3) 1: Get people to stop hurting you. (S)
- Charm x1 (2-5) 1: Make someone trust you for one conversation (S)
- Helpless Innocent (1-5) 1: Make someone who has just helped you in some way feel better for having done so (+1) (S)

NON-CONFLICT ABILITIES:

- fail to Die x1 (0): Although reduced to Health 0, you can still be revived.

RESISTS	SPECIALS	INVENTORY
Physical -3 Social -2	Make Feel Ugly is (-FL2) on the Queen	A small knife

GOALS:

Protect and keep yourself even though everyone wants things from you. Somehow solve the problem of the baby.

KNOWLEDGE:

Sevros used to be just a huntsman, when he took you into the forest.

QUESTIONS TO ANSWER:

How do you feel about your real mother?

What was your childhood like?

How did you feel about your stepmother before she tried to kill you?

How did you feel about her after the incident with Sevros? What about now?

Why do you think she tried to kill you?

What do think should happen to her? What do you want to happen to her?

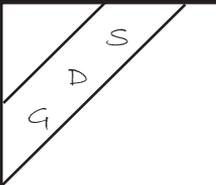
What impact did waking up to the Prince having sex with you have on you?

How do you feel about the Prince? Why did you agree to marry him?

Do you love Kione? If so, what does that mean to you? If not, why have an affair with him? Why start when you did?

How would you wish everything to turn out, if you could decide?

How do you feel about being beautiful?

	<p><i>Snow White</i></p> <p><i>The Prince</i></p>	<p>Age 18</p>
<p>APPARENT IDENTITY: Prince of a neighboring kingdom, betrothed of Snow White.</p> <p>REAL IDENTITY: Ambitious and self-serving prince</p> <p>BACKGROUND: You grew up the only heir of your kingdom, taught to always want only the highest and the best, and believe that lack of ambition is a personal flaw. Thus you really are passionate and sincere, even if people sometimes see you as selfish. However, you also enjoy power far too much, and are always after it. You are rather sadistic, in that you enjoy demonstrating power over people by hurting or scaring them.</p> <p style="padding-left: 40px;">Armin has been your faithful lieutenant for a long time. You don't pay much attention to him, but you trust him completely.</p> <p style="padding-left: 40px;">You were pleased to discover that Snow White was a virgin when you first knew her in the coffin, though you haven't touched her since because you're waiting to be married. You are extremely happy to have the most beautiful woman in the land.</p> <p>GOALS:</p> <p style="padding-left: 40px;">Possess Snow White-- all of her body and soul, completely and exclusively.</p> <p style="padding-left: 40px;">Take control of SW's kingdom, ideally away from Naresh. Become King.</p> <p style="padding-left: 40px;">Hurt, scare, and have power over people.</p> <p style="padding-left: 40px;">Control every situation.</p> <p style="padding-left: 40px;">Seize the best of everything for yourself. Do not settle for second.</p>		
<p>CONFLICT ABILITIES:</p> <p style="padding-left: 40px;">General Physical (3-5) 1: Physical actions not otherwise covered (P)</p> <p style="padding-left: 40px;">Fighting (2-5) 0: Do physical damage with or without a weapon (P)</p> <p style="padding-left: 40px;">Intimidate (3-5) 1: Look menacing and make someone scared of you (-1) (S)</p> <p style="padding-left: 40px;">Scorn x2 (3-5) 2: Look down on some with a scathing insult (-2) (S)</p> <p style="padding-left: 40px;">Largess (4-5) 0: Make someone who accepts your power over them happier by promising them some small reward or bonus (+1) (S)</p> <p>NON-CONFLICT ABILITIES:</p> <p style="padding-left: 40px;">Eloquent (3-5): Sound really eloquent, sincere, passionate, and convincing</p>		
<p>RESISTS</p> <p>Physical 1</p> <p>Social 1</p>	<p>SPECIALS</p> <p>Intimidate is base 2 on Snow White</p>	<p>INVENTORY</p> <p>Sword</p> <p>Knife</p> <p>A Large amount of money</p>

QUESTIONS TO ANSWER:

What is your father, the King, like?

Do you have siblings? What are they like?

What is your mother like? Is she still alive?

How do you feel toward your family?

Why were you going raiding? Do you like raiding?

Why do you want power over people so much?

What does Snow White mean to you?

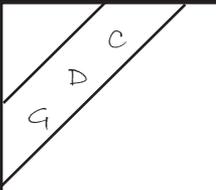
How do you feel toward the Queen?

What, as a player, do you consider a positive trait of this character?

Snow White

Age
22

The Queen



APPARENT IDENTITY: Beautiful Queen, Snow White's stepmother

REAL IDENTITY: Bitterly lonely, beauty-obsessed sorceress

BACKGROUND: When you were 12, you were married to the King. You were a foreigner, a trophy, and socially besieged. Your husband was not very assertive, and your new world was largely made up by the influence of his advisor, Naresh. Naresh prized your beauty and made you understand that it was the sole and strongest reason you were valuable. You were so young at the time that this attitude grew into a central part of your psyche.

Because you were so completely alone, you started learning witchcraft as a way of getting power. You learned to speak to your mirror and make it tell you things. It reassured you that while your husband did not love you, you were the most beautiful woman in the land, and you increasingly grew dependent on that idea.

When Snow White was 9, you learned from the mirror that she had become more beautiful than you. Already threatening your tenuous power as Queen by being the only heir, she began to also challenge your essential worth and reason to exist. You had Sevros take her out into the forest, kill her, and bring back her heart. However, you found out several months later that she was still alive, living in the forest with seven dwarves. So you used your magic to disguise yourself, make poisons, and tried three times to kill her. The last time, the mirror told you that she was finally gone, and you were content.

CONFLICT ABILITIES:

- General Physical (1-5) 0: Physical actions not otherwise covered (P)
- Dignity (3-5) 1: Make someone feel weaker and cause him to give in to a trivial demand, by looking dignified (-FL 4) (S)
- Stare (3-5) 1: Make someone feel weaker by staring at them (-1) (S)
- Majesty x1 (2-5) 2: Cow everyone in the room with your majesty (-FL 3) (S)

NON-CONFLICT ABILITIES:

- Speak to Mirror x3 (1-5): Ask the Mirror any factual question (ask Director)
- Curse x1 (1-5): Draw your own blood (can be small amount) to pronounce a specific witchy curse on someone. Effect is long term, not immediate.

RESISTS	SPECIALS	INVENTORY
Physical -1 Social 2	Social Resist is -2 in matters regarding beauty.	In Chains A medium amount of money (in jewels)

GOALS:

Survive somehow. In any way. At all.

Kill, ruin and completely destroy Snow White in every way possible.

Ruin everyone and everything, get revenge on the world.

KNOWLEDGE:

At the time you told Sevros to kill Snow White, he had just been a royal

huntsman. Naresh since promoted him to commander of the guard.

The women in the castle avoid you. Only Gittel tries to talk to you some-

times, and she's old and a little nuts.

QUESTIONS TO ANSWER:

Did you love the old king? If so, why? If not, how did you feel about him?

Does it bother you that you never had a child? Why or why not?

How exactly do you feel toward Snow White?

Why did you never confront Sevros after learning that she wasn't dead?

Why do you not lead your people?

How do you feel about being hated by your people?

What was your original family like, before you moved to live with the King?

If you could change something about yourself, what would it be?

If you could make everything exactly as you wanted it, what would things be like?

Snow White

Age
16

Kione the Dwarf

APPARENT IDENTITY: Leader of 7 midget miners, whom Snow White had lived with.

REAL IDENTITY: Snow White's lover and only friend.

BACKGROUND: All your life you have been ridiculed and misused by the large people. You finally realized that the only way to live and not just survive was to appreciate your strengths, accept your weaknesses, make your own decisions, and stand up for yourself by any means necessary. You and 6 midget friends of yours built a cottage on the woods by a mine where you could live and work together, relatively secluded from the larger world.

The seven of you felt sorry for Snow White when she first arrived, and happily kept her as a housekeeper and a friend. Despite being a big female living with a group of midget men, she never looked at you differently and there was no sexual tension. You were extremely grieved when she died.

After she awoke she was lonely, scared of the Prince, and nervous at returning to her castle. She insisted you travel back with her -- the others didn't want to go, but you volunteered because you were in love with her. During the recovery and trip, the two of you became closer and eventually became secret lovers.

CONFLICT ABILITIES:

General Physical (2-5) 1: Physical actions not otherwise covered (P)

Fist Fighting (2-5) 1: Physically attack without a weapon (-1) (P)

Stare Down x2 (3-5) 2: Make someone back down from a nonessential action by staring them down. Cannot take below FL 2. (-2) (S)

Small x2 (2-5) 1: Flee a conflict by physically ducking under/around something where other people can't immediately fit

Friend x3 (1-5) 2: Make Snow White feel better after talking (+1) (S)

NON-CONFLICT ABILITIES:

Handcraft (4-5): Make something given tools and materials

RESISTS

Physical 1
Social 3

SPECIALS

None

INVENTORY

Knife
A medium amount of money

GOALS:

Support Snow White in what's good for her, even if she disagrees.
Help her be her own person.
End up with Snow White somehow.
Get revenge on everyone who has hurt Snow White, starting with the Queen.

QUESTIONS TO ANSWER:

How did you come to live alone in the forest with the other dwarves?

Why do they accept you as their leader?

What are they like? What is your relationship with them? What do you like and dislike about them?

How do you feel about mining?

When did you fall in love with Snow White?

Did it surprise you to fall in love with her? Why or why not?

Do you think she loves you?

Do you actually think you have a chance of getting her from the Prince?

What was your life like before you met the other dwarves? Did your family accept you? What did they do?

Why is revenge important?

What, if anything, are you willing to give Snow White up for, and why?

Snow White

Advisor Naresh

Age
41

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APPARENT IDENTITY: Nominally advisor to the King, then Queen, actually the person who pretty much runs the castle and kingdom

REAL IDENTITY: Conservative administrator obsessed with beauty

BACKGROUND: You were the royal advisor since Snow White's grandfather's time. The late king was not very assertive, and you took over much administration, and even more when the extremely ineffective Queen took over. You're the one really in charge, and you know the castle and kingdom better than anyone else.

You are very pious, and believe that God created meaning in the world in the form of beauty, both physical and conceptual. Because of your influence, this idea of yours has seeped into every aspect of castle life.

You are very glad that Snow White is back, because you have been afraid the kingdom will perish for lack of an heir. You are also glad she has found such an appropriate husband. However, you will be less than happy to simply turn over the reigns of this kingdom that you single-handedly kept alive to the young and pompous Prince.

GOALS:

Support beauty; beautiful things and also beautiful moments or ideas.
Make other people understand the value of beauty.
Serve your kingdom. Achieve what is best for it.
Serve god.

CONFLICT ABILITIES:

General Physical (3-5) -1: Physical actions not otherwise covered (P)
Castigate (1-5) 1: Criticize someone (you must be in power) (-FL3) (S)
Pressure x5 (2-5) 2: Pressure someone into not breaking a point of etiquette (does not work if he's attempting an obvious major transgression) (S)
Detect Lie x3 (1-5) 1: Determine if the last statement was a lie (S)
Compliment (1-5) 1: Make someone feel both more beautiful and more concerned about staying beautiful by complimenting their beauty (+1) (S)

NON-CONFLICT ABILITIES:

Speech x5 (3-5): Make a dramatic, sweeping and eloquent speech

RESISTS

Physical -1
Social 2

SPECIALS

+1 in all conflicts on issues involving beauty, except against Snow White

INVENTORY

Master keys to the castle
A medium amount of money

IMPORTANT OOC NOTE : Naresh is, in some sense, the major subtle villain of the story. His ideas about beauty and his thorough control of the castle combined to make a sort of pressure that seeped through every aspect of castle life and made it impossible for anyone except him to have a successful life in it. This effect is what drove the young queen, lonely and estranged, to become obsessed with her own beauty as the only measure of her worth. Naresh is a critical character because he sets the atmosphere and tension of the room, forcing people to stay self-conscious and keeping them from relaxing. Consequently, he should be played with this effect in mind.

KNOWLEDGE:

Sevros used to be just a huntsman. You saw his skill at leading men and had him promoted, eventually to commander of the guard.

The staff is mostly loyal to you. The guards are mostly loyal to Sevros, though there are two who are loyal to you. The NPC servant is loyal to you. There is one servant who is willing to take serious risks for you.

QUESTIONS TO ANSWER:

What do you enjoy doing in your spare time?

Why is beauty so special? How did you come to believe this?

Are you in love with the Queen? With Snow White? If not, how do you feel about each of them?

What does God mean to you?

Why is it important that this gathering take place?

How do you feel about the kingdom? What do you want for it?

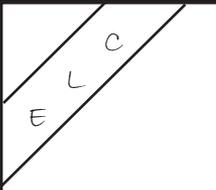
What do you want for yourself?

What was your childhood like?

Snow White

Age
28

Commander Sevros



APPARENT IDENTITY: Commander of the guard, now serving the Prince

REAL IDENTITY: The huntsman who did not kill Snow White despite orders

BACKGROUND: You believe in loyalty, service and good. You had a lot of pity for the young Queen when she first arrived, a stranger in the kingdom with no friends, obviously sensitive and lonely. You fell in love with her and have been in love with her all this time, though have said nothing because of your obvious unworthiness.

Three years ago, she ordered you to take Snow White into the forest, kill her, and bring back her heart. You accepted this as a command from your rightful queen. You took her a few hours into the forest, drew a knife to her throat, and found that you could not kill her. So you let her go and told her to run away, killed a wild boar, and brought back that heart instead.

Since then, your loyalty and service has promoted you even as your kingdom dwindled. You are deeply loyal to your kingdom and Queen, but you surrendered the castle and your service to the Prince because you knew your land could not stand up to his men without more loss and strife, which it does not need. You say you are his man. Maybe he will heal the kingdom.

GOALS:

- Do the right thing.
- Serve your kingdom and your people.
- Decide what your loyalties are.

CONFLICT ABILITIES:

- General Physical (2-5) 2: Physical actions not otherwise covered (P)
- Aim (2-5) 1: Attack with a sword (-FL2) (P)
- Dissemble x2 (3-5) 1: Get people to stop pressing you about an issue (S)
- Composure x3 (2-5) 0: Pressure someone to be more composed, by force of example. You must be at a higher FL than them. (+1) (S)
- Casual Remark x2 (3-5) 1: Casually question the effectiveness of someone's behavior or course of action as though you really mean it (-1) (S)

NON-CONFLICT ABILITIES:

- Inspiration x1 (1-5): Ask Director for a useful piece of information regarding some situation or goal

RESISTS

Physical	2
Social	0

SPECIALS

You can choose to add your bid amount to damage instead of bonus when bidding

INVENTORY

Sword
Knife
A small amount of money

KNOWLEDGE:

Back when you took Snow White into the forest, you were still a huntsman.

Since then, Naresh has promoted you for your leadership skills.

The guard are nearly all very loyal to you personally, though 2 are primarily loyal to Naresh, 1 to the Queen, and 4 to the kingdom. 7 are willing to take serious risks for you.

QUESTIONS TO ANSWER:

How did you feel about seizing the Queen?

Why did you let Snow White go?

Why did you lie to the Queen about it?

How do you feel about Snow White's return?

How do you feel about the dwarf and his role?

What kind of a person do you consider yourself?

What do you respect in a person?

What do you despise in a person?

What is something you definitely don't want to happen?

Snow White

Nurse Gittel

Age
39

S
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APPARENT IDENTITY: Snow White's old, somewhat crazy nurse

REAL IDENTITY: Old woman extremely devoted to Snow White

BACKGROUND: After Snow White's mother died, you were the one who raised her. She was the light of your life, and you went a little bit crazy when she died. Now that she is back, it's like everything you lost has returned to you. In your mind, she's still the innocent little girl that you need to take care of and protect.

The last time you saw her was when Sevros was taking her away for some reason or another. You always suspected his hand in her disappearance, and never trusted him.

You are quite fond of the Queen, and feel sorry for how alone she is. The other castle women were afraid of her, but you try to talk to her and help her. You were horrified to find out that she tried to kill Snow White, and are not sure how you feel about this.

GOALS:

Protect Snow White from harm at all costs.

Take care of Snow White. Baby her. Never let anything hurt her again.

Keep Snow White away from that disgusting dwarf. You don't like the way he keeps looking at her, and she's far too good for him.

Help the Queen somehow.

(Remember that you're somewhat crazy -- roleplay it!)

CONFLICT ABILITIES:

General Physical (3-5) -2: Physical actions not otherwise covered (P)

Shame x1 (1-5) 2: Embarrass by criticizing bad behavior (-FL3) (S)

Adrenaline x1 (1-5) 3: Physically attack with a knife (-FL2) (P)

Interfere x1 (1-5) 2: Throw yourself in the way, preventing physical actions for all but one person (P)

Croon x3 (1-5): Comfort someone by hugging (+1) (S)

NON-CONFLICT ABILITIES:

Miscellaneous Herbalism (2-5): Ask Director if you can do it

Sacrifice x1 (1-5): Take physical damage instead of someone else

RESISTS

Physical -2
Social -1

SPECIALS

Cannot be socially prevented from directly defending Snow White

INVENTORY

Herbs

KNOWLEDGE:

Back when Snow White disappeared, Sevros was still just a huntsman. Naresh has since promoted him, and he's now guard commander. Most of the staff is loyal to Naresh and the guard loyal to Sevros. However, the women talk to you a lot, and are fond of you. They have been afraid of the Queen and avoid talking to her, but many of them are loyal to Snow White more than Naresh. 3 of them are willing to take serious risks for her. You think Sevros is in love with the Queen.

QUESTIONS TO ANSWER:

How does your craziness manifest?

What is your background? You nursed Snow White, so you must have had a baby of your own. What happened to him/her? Were you married? If so, what was your husband like? What happened to him?

What do you think of the Prince?

Are you a good Christian? What do you think about God?

What does age mean to you?

What do you daydream about?

How have you been thinking about Snow White all these years she was thought dead?

What do you want for the Queen?

Snow White

Age
23

Lieutenant Armin

G
L
S

APPARENT IDENTITY: Loyal lieutenant to the Prince

REAL IDENTITY: Underappreciated servant to the Prince

BACKGROUND: You have served at the head of the Prince's band since he first learned to swing a sword. He trusts you like no other, and you always prove worthy of it, but he never gives you much attention or approval. You know that he is very ambitious and passionate, and always and only wants the best of everything. He can also be a little sadistic at times, but in that, as in everything else, you serve him.

You've hate and are quite jealous of Snow White -- since the Prince has met her, he's been talking about nothing but her and taking over her kingdom. She also seems suspiciously attached to the dwarf -- the two of them spend large amounts of time together, and you suspect they're having an affair.

GOALS:

- Serve the Prince. Get him to appreciate you.
- Give Snow White a miserable time, as well as anyone else the Prince pays too much attention to.
- Get secure power for yourself. Maybe even if you have to leave the Prince for it.

CONFLICT ABILITIES:

- General Physical (2-5) 1: Physical actions not otherwise covered (P)
- Frighten x2 (3-5) 1: Make someone scared of you (-FL2) (S)

NON-CONFLICT ABILITIES:

- Notice x1 (3-5): Get Director to notify you if a particular type of event is happening. Specify ahead of time. (Ex, someone is revealing a secret to Snow White.)
- Good With Sword x2 (3-5): Do 1 FL additional damage with your sword

RESISTS

Physical 1
Social 1

SPECIALS

Social Resist -1 against Prince

INVENTORY

Leather Armor (swords are damage (-1)),
Knife
Sword
A small amount of money

KNOWLEDGE:

4 men in the Prince's band are more loyal to you than to the Prince.

QUESTIONS TO ANSWER:

What do you like to do in your spare time?

What is your background like? Where is your family?

Why are you so loyal to the Prince even though he doesn't appreciate you?

Do you think he is a good person? Why or why not?

What do you daydream about?

If you could have it all your way, what do you wish to happen from all of this?

What does it mean to be a man?

What do you respect in a person?

What do you despise in a person?

Parlor Larps: Adaptations

Traditional stories as larps

1 Living Room
1 Evening
1 Director
6-8 Players

ARM

NPC 3

DIR 2

Dark 5

- DC -

(See Page 8)

Snow White

Of all traditional fairy tales that were adapted and censored for children in modern renditions, Snow White has perhaps undergone the most change. Today's bedtime story of an innocent princess, seven happy little men and true love forgets the original undertones of desperation, passion, poverty and sexuality. One cannot tell the true story of Snow White without going back to a time in which men were valued only for their size and stamina, and woman only for their beauty and ability to bear children; a time in which glass was so rare that a polished mirror was truly a frightening thing of magic.

Most of the original characters and a few new ones are present in this adaptation of the older, darker, and more vivid story of Snow White. It is set in the hours before the execution of the Queen and subsequent wedding of the Prince and Princess, a time of last chances and new beginnings.

Characters are
gender specific

\$10.00

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