

# UNITY

By Lee Foxworthy and Seth Fogarty

**KEYWORDS: Political Conflict, Meaningful Choices, Individual VS Group**

*The Authority wishes to unite the territories. The Resistance, for a variety of reasons, does not. Sometimes, the forces behind what is now the Resistance have been the Authority, and the forces behind what is now the Authority were the Resistance. Both sides have been the aggressor, the conqueror, the benevolent leader, and champions of peace. Both sides have done good and evil in equal measure. The lines of moral standing are blurred, and those with any memory of history know that all sides are grey.*

*You and others are currently being detained in a compound for political prisoners and refugees. You are not mistreated, you are fed well, you are given all you need to be comfortable. It is the simple fact that it is safer for you to be here, then it is for you to be in the conflict zones. Safer for the Authority, or safer for you - whichever that may be. Regardless, you cannot escape, but that doesn't mean you don't have worth or impact in the territories, and the authority is well aware of it. When the conflict is over, most - if not all - will be released. But the conflict must end. The information the characters possess has the capability to finish the conflict, but at what personal cost to those inside?*

Acknowledgements:

- Dan Carlin's Hardcore History, Episode 'Celtic Holocaust' for the inspiration for the theme.
- Sarah Lynne Bowman for feedback and guidance.
- Simon Svensson - Creator of 'Echo Chamber' for inspiration on making meaningful choices matter in larps.
- Amber Cleek for inspirational assistance.

# Facilitators: Before You Play

For 5-12 players, with 2-3 facilitators. For 5-6 players, a single facilitator can make do.

This larp requires two or three rooms, sound isolated from the other. The larger room should be big enough to accommodate the entirety of the player group, comfortably. No one should have to stand or be uncomfortable, as suffering physically is not the theme of the larp. In the smaller rooms, you should have a small table and chairs on opposite sides so that interviews can be made across a table. If you have more than 7 people playing, three rooms are recommended: one for the main larp, and two for simultaneous interviews.

You will need writing utensils.

You will need some form of 'newsfeed.' This can be a whiteboard to write messages on, or a screen connected to a computer. See Extras.

You will need to print out:

- Setting, Characters, and Workshops
- Interviewer's Guide
- Facilitator's Checklists
- Character Sheets

Play consists of 2 'days' of play. You will need to decide on a cue to signal the end of each day. We suggest a song, with lights turning out at the end of the song.

## **Facilitator Role:**

Before play you will introduce the larp, guide the players through fleshing out their characters, and run workshops as outlined in the Facilitator's Guide. When the players have filled in their characters, fill in the appropriate blanks on the Interviewer's Guide.

Character sheets are polite suggestions to players and their decisions in these situations are what really shape this larp. The purpose of this larp is to allow players to experience situations and choices that they may not otherwise have exposure to.

During play you will be responsible for taking the characters into interview rooms and interviewing them. These interviews can range from philosophical discussions to interrogations, but they are not the focus of the play. Their purpose is to present the characters with choices. You will also be responsible for updating the news feed with the consequences of their actions.

The characters will make choices over the course of play. Some will benefit the Resistance, some the Authority. The weight of all these decisions can tip the balance between the two factions. As facilitators, you will decide on the consequences of these actions and craft an epilogue.

The Inspiration for this larp came from a podcast called 'Dan Carlin's Hardcore History, Ep. The Celtic Holocaust' - and is based on the kind of decisions that the Celtic people had to make while they were attempting to resist Caesar. While inspired by this - the Authority should not be portrayed as evil or genocidal. And the Resistance should not be portrayed as the valiant heroes.

# Setting, Characters, and Workshops

This section contains information to be shared with the players.

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## Welcome to Unity

*The Authority wishes to unite the territories. The Resistance, for a variety of reasons, does not. Sometimes, the forces behind what is now the Resistance have been the Authority, and the forces behind what is now the Authority were the Resistance. Both sides have been the aggressor, the conqueror, the benevolent leader, and champions of peace. Both sides have done good and evil in equal measure. The lines of moral standing are blurred, and those with any memory of history know that all sides are grey.*

*You and others are currently being detained in a compound for political prisoners and refugees. You are not mistreated, you are fed well, you are given all you need to be comfortable. It is the simple fact that it is safer for you to be here, then it is for you to be in the conflict zones. Safer for the Authority, or safer for you - whichever that may be. Regardless, you cannot escape, but that doesn't mean you don't have worth or impact in the territories, and the authority is well aware of it. When the conflict is over, most - if not all - will be released. But the conflict must end. The information the characters possess has the capability to finish the conflict, but at what personal cost to those inside?*

Purpose of the larp: Allow the characters to explore the following ideas -

1. If a character has more than one thing they are willing to live, fight, and die for, what do they choose when they are forced to choose between them?
2. What impact can one individual choice made by one person have on the world at large?
3. When there is no clear black and white, how does that affect character choices?
4. When a group is challenged, and has to make majority decisions, at what point does a character sacrifice their personal ideals?
5. What are peace and freedom? At what personal and community cost are those things valued?

What Unity is:

- Unity is a larp about personal choice.
- Unity is a larp about perspective.
- Unity is a larp about political power dynamics.
- Unity is a larp about the individual vs the group.

What Unity is not:

- Unity is not a larp about revolution at all costs. While this may be true for individual characters, it IS NOT an overriding theme of the larp.
- Unity is not a larp about good vs evil.
- Unity is not a larp about being tortured.
- Unity is not a larp about prison, the confinement is a fact of the setting, but not the purpose of the larp.

## Overview of Play

Play consists of 2 'days' of play. Over the course of each day every character will be interviewed at least once. Over the course of their two interviews, characters will make choices. Those choices will effect the world at large. The information that the characters possess can sway the outcome toward either side of the conflict. The effects of individual choices will be updated via the 'news feed' - while other players can see the feed, only the people responsible for that outcome will know that it was their decision that caused it.

Names of organizations and groups are left intentionally vague and broad to allow the players to insert their own paradigm into the world. The history of the groups is also purposefully vague. Good and Evil have been done in equal measure on both sides of the conflict. People are suffering and dying on both sides. The compound is an eerily calm point in the eye of the conflict.

### **Scenario Setting:**

The Setting is in a very well maintained political compound where the Authority keeps individuals who have been detailed. No one is mistreated, no one wants for anything physically. While the imprisonment is a fact of the setting, it is not a point of play. Before we begin character creation, there are some important points to emphasize.

1. Neither the Authority or the Resistance are good or evil.
2. The Authority and the Resistance are both more complex than the other side perceives.
3. The setting is slightly in the future, escape is impossible from the compound.
4. Prisoners are not mistreated in the compound and most reasonable requests are accommodated, except direct access to the outside world.
5. The messages that the players receive from the newsfeed are from a trusted neutral news source, and are true and trustworthy.
6. There is no surprise death in this game.
7. All characters are relatively certain that all political prisoners will be released once the conflict ends. The characters here have the ability and information to influence victory for one side or the other, based on character choice.
8. Interviews are a normal part of life in the compound and are not surprising, but they are mandatory. Sometimes, people get useful information from them.
9. Although they are acting on behalf of the Authority, the interviewers have never been known to lie or renege on a deal.
10. Characters can choose to volunteer for an interview at any time, rather than being chosen for one.
11. The signal to indicate the end of the day is:
12. After the first day, we will have a five minute break. After the second day, play will end.

# Character Selection and Workshops

The game is divided into three factions with four players each. Each faction has a secret and a choice that is specific to them. Each character also has individual choices as well. Each day, every character will have at least one interview. Character sheets are polite suggestions.

Begin play with the following workshop, which should take about 45 minutes..

First, assign character sheets. Note that the 'Secrets' portion of each page is secret unless they choose to reveal it in character, and that by and large the Authority does not have the information contained in the Secrets.

Do not fill out your character sheets yet, first we will do some workshopping

Consider how your character sits or stands. If they think about a happy memory, what is it? How do they feel about the opposing faction, if neutral how do they feel about the conflict as a whole. What is their relationship with their family like? Do they have a significant other? What are they like?

Second: The players should make a few decisions as a group:

1. What are the names of the 4 regions.
2. Which regions are all the characters from?
3. What is the name of the larger country that is currently at civil war.

2 regions are currently Authority Controlled, 2 are contested, which are which?

Now that we have this information, let's move onto the next part of workshops

Third, split the players into their faction groups. Allow the players 10 minutes or so to fill out their character sheets. Each faction will also have decisions to agree upon, such as the name of their faith, group, or town, as well as certain faction secrets. There are a few characters that must decide relationships or secret items together. They should fill out both copies, and give the extra copy to the facilitators.

Fourth, give them them 5-10 minutes to work out character relations within their faction, then bring the group back together.

Fifth, after faction relations have been established, instruct each player to establish two positive ties outside of their faction group. These ties can either from before or after they were put into the compound.

(Optional: if the facilitators want to be transparent about how gameplay will happen) Play will include short interviews with the authority, and powerful choices for their characters as well as updates on the newsfeed about the conflict in the territories.

Notes for players:

The role of the interviewer

How time works

Safety Mechanics

What the news feed actually is

We used 'okay check in', 'lookdown', and 'x-card' as our safety mechanism. We highly recommend, due to the emotional content of this game, that you also utilize consent and safety mechanics in any run you do.

We are now ready to begin play. Play begins, set the scene as the common room of their portion of the compound, just after the mid day meal.



# Running The Game

Using the 'Interviewer's Guide' - conduct interviews in whichever order feels dramatic or interesting to you. There are specific instructions for each interview included in the interviewer's guide.

After interviews, the news feed should be adjusted to reflect the choices made by the players. Delays are frequently appropriate: it should not be immediately obvious to all players that a specific player caused a specific update.

Each player will have at least 2 scripted interviews, and can volunteer for more. If a player puts an unscripted deal on the table during an interview, have the NPC say that they will take the offer to their superiors. You should consult the other facilitators on the offer made by the players.

After all characters have had their first interview, and have had time to discuss the repercussions, end day one and begin day two, using whatever cue you have decided on.

Day two should proceed in much the same way as day one., except that interviews should feel more urgent and vital, and more use of the 'forceful' Authority faction should be in play to force players to make decisions on the spot.

After all choices have been made, allow the players 15 minutes or so of roleplay amongst themselves, update the news feed as needed. The GMs should be spending this time preparing an epilogue for the players. Use a signal of your choice for 'end of game'

Deliver the epilogue, and allow a 10 minute break.

After the 10 minute break, you may choose to do a debrief.

The debrief questions we used for this LARP were:

- What is one thing about your character you want to take with you?
- What is one thing about your character you want to leave behind?
- What did you enjoy about this experience?
- What was the most intense part of this experience for you?

## Optional Extras:

Instead of a whiteboard, we recommend using a screen or projector to scroll the 'newsfeed.' In the playtests we used <https://hootsuite.com/hootfeed> and Twitter. One computer was used to publish tweets, and another to display the feed on a projector.

The Religious Leader will give a public speech that is broadcast. We have had them stand on a balcony and announced "Everyone please pay attention to this public broadcast," and have used an iPad as a camera connected to the same display via Skype.

Name tags may also be helpful to the larp.

An audio system to play background music is helpful. We recommend unsettling classical music: Mahler is excellent.

Optionally, there are 3 factions of the Authority that can come through in the portrayal of the interviewers. The number of factions your players encounter depends on how many facilitators you have to conduct interviews.

1. The Political: This faction wishes to win over the populace of the contested areas by propaganda and genuine good works. They will often use the ideas of 'Peace, Stability, Unity' - as their lines and push the idea of community and contribution as reasons for people to side with the Authority. They genuinely believe that the stability, infrastructure, health care, and structure the Authority provides, will bring better lives for everyone around them. This NPC should be kind, caring, empathetic and genuine. Interviews by this NPC do not have to be decided on the spot

2. The Realists/Veterans: This faction wants an end to the conflict, and will seek to use realism, psychology, and negotiation to give resistance/unswayed characters a portion of what they want in order to allow for an Authority Victory. When posed with the question 'how do I know you're telling the truth' - the realist replies with something along the lines with 'it would be too damaging to our reputation to lie, and we know that you have ways of getting information out. Our goal is to be trusted, and we don't accomplish that by lying.' - We chose to have this as an objective truth in our game, but you can decide whether or not the Realists come through on their agreements/bargains. This NPC should be clinical, reserved but not threatening. Interviews by this NPC do not have to be decided on the spot.

3. The Military/Forceful: This faction believes that force is often necessary to secure a complete victory. They speak in terms of 'security' and will sometimes use phrases like 'total victory' in their interviews, in a vaguely menacing way. This NPC should be cold and vaguely threatening, but not overtly so. Interviews with this NPC end in bargains or ultimatums that end when the interview is over. We used the phrase 'This deal expires when we walk out of this interview' - This NPC should be used near the end of the game to force choices and ramp up the speed of the play.

# Facilitator's Checklist

This checklist is to help you keep track of which interviews and news leaks have been completed. News items from “Visible Consequences” are not listed here, we recommend crossing out lines whose consequences have all been posted. These items do not have to be completed in order, except as noted. Details are included in the Interviewer’s Guide.

## Day One Checklist:

- Post seed items in news feed
- Interview Religious Leader
- Violence Escalates in (Sergeant part of City)
- Interview Scholar
- Interview Convert
- Interview Layperson (after other Religious interviews)
- Interview Saboteur
- Movement expected in (Columnist part of city)
- Interview Sergeant
- Interview Columnist
- (\_\_\_\_) party Demonstrations have grown enormously, and locals fear restlessness of crowd.
- Interview Politician
- (Halfway) Resistance faction choice: Call in Resistance characters for Faction choice.
- Interview Cafe Owner
- Interview Hero’s Daughter/Son
- Interview Authority Brat
- Interview City Clerk

## Day Two Checklist:

- Post seed items in news feed
- Interview Scholar
- Interview Convert
- Interview Layperson
- Interview Saboteur
- Interview Sergeant
- Interview Columnist
- Interview Politician
- Interview Cafe Owner
- Interview Hero's Daughter/Son
- Interview Authority Brat
- Interview City Clerk
- (Late) Circumstance faction choice: If both locations were given, resolve based on majority.
- (Late) Religious faction choice: After all religious interviews except the Religious Leader's decide if the faith will integrate, post appropriate news item.
- Interview Religious Leader (after other Religious interviews, 20-30 minutes before end)

# Interviewer's Guide: Religious

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Faction Choice: Integrate with the Authority to save the faith, giving up culturally-important autonomy.

At the beginning of the LARP, the Authority is not interested in Integration. They can be swayed through the interviews, but will ask for demands: surrendering autonomy, ceasing to shelter criminals (such as the AWOL Authority Fighter). Secrets that will persuade them to accept integration are the faith accepting "purely spiritual authority", praising "guided peace", and "rejecting dangerous, archaic remnants" of the faith.

At the beginning of the second day, if anyone has worked towards Integration at all, post that "The Authority is reviewing the status of the faith."

Visible Consequences: Before the Religious Leader's second interview, after all other interviews, decide if the faction has pushed towards or leaned away from Integration. Post an announcement that either "The Authority has removed the ban on the faith, and is beginning the process of integration." or "The Authority has reaffirmed that the Faith is incompatible with Unity, and upheld it's ban."

## Player-Created Information:

Tenet of Faith: \_\_\_\_\_

Leader Dark Secret: \_\_\_\_\_

Dark Secret Town: \_\_\_\_\_

Scholar Post-Ban Job: \_\_\_\_\_

Scholar Moment of Doubt: \_\_\_\_\_

Layperson Calling: \_\_\_\_\_

Layperson Ritual: \_\_\_\_\_

Convert Reason for Desertion: \_\_\_\_\_

Convert Tenet: \_\_\_\_\_

## Religious Leader: \_\_\_\_\_

- Ambivalent about integration.
- Has a Dark Secret.
- Choice: Broadcast a pre-written speech, or go off-script.
- First Interview: Outline the problems with the faith: failure to accept the Authority's temporal rules, sheltering criminals, and a dangerous emphasis on autonomy and self-determination.
- Second Interview (20-30 minutes before the end of the LARP): Free the Religious Leader, contingent upon them giving a broadcast to the members of their faith. Give them a script to read that explicitly mentions compromising autonomy and respecting the Authority. If they have been accused of their Dark Secret, the script should also have them affirm their guilt and step down as the leader.  
Take the player to a place visible to the rest of the group, and announce "Everyone please pay attention to this public broadcast." (See Extras)  
If they stay on script and support the Authority, they are freed and do not return to play. If they go off script and speak against the Authority, they return.
- Visible Consequences: By the second interview the faith should either have Integrated or rejected Integration. If the leader's choice does not align with the faction choice, the faith splinters.

## Scholar: \_\_\_\_\_

- Strongly against Integration.
- Choice: Frame someone for the Religious Leader's Dark Secret.
- Town Name is the name of the town the Dark Secret occurred in.
- First Interview: Discuss the philosophical tenets of the faith, and how they might harm the ideal of unity. Become argumentative, if possible. Try to pit the character against the Authority. At the end of the interview, mention that these ideals are "interesting from someone who knows about Town Name."
- Second Interview: Tell the Scholar that the Authority knows the Religious Leader was in Town Name when Dark Secret happened. If the Scholar cannot clarify what happened, they will have no choice but to go forward and accuse Religious Leader of the crime.  
**Important:** If the Sergeant is in not in play, have an NPC in the room. That NPC was accused of Dark Secret, but claims the Scholar can exonerate them.
- Visible Consequences: If the Scholar frames the Sergeant, have them dragged off to be formally accused. If they do not, drag off the Religious Leader to have their be formally accused. Let them return and post a message about a pending trial.

Layperson: \_\_\_\_\_

- Believes Integration is possible.
- Choice: Excommunicate Convert to reduce persecution, or smooth Integration.
- First Interview (last in Religious): Talk about identifying what barriers there are to integration, and if they might be overcome. Be sympathetic: you would like to believe that the faith can be integrated. At the end, mention that it is hard to imagine integration when “the faith flouts Authority Law by sheltering criminals and soldiers who abandoned their post.”
- Second Interview: Accuse them of harming their Faith by sponsoring Convert. If the faith is leaning towards Integration, state that their continued association with Convert is a barrier to Integration. If they are neutral or leaning against Integration, state that persecution of the faith could be lessened if a gesture was made that criminals could no longer receive shelter in the faith.
- Visible consequences: If they excommunicate the Convert, post that the authority has “reallocated resources from investigating illegal practice of The Faith to more serious crimes.” If they do not, post that “The Faith is accused of harboring known criminals, and may be a front for a criminal organization.”

Convert: \_\_\_\_\_

- AWOL Authority Soldier, leans against the Authority.
- Has the keywords that would help integration with the authority.
- Choice: Convince Religious Extremists to turn themselves in.
- First Interview: Be solicitous and friendly. The conflict with religious extremists in the region has grown. Deaths have already occurred, and more is inevitable if the Authority cannot de-escalate the situation. You have a line open with one of the guerilla leaders, and they want to speak to Convert. Give them a phone, and have them talk to the leader. The leader should note that if they stand down, they have been identified and the Authority will detain them all. The Convert can either tell them to stand down, or let them keep fighting.
- Visible Consequences: If they do not de-escalate the conflict, post about “Conflicts with members of the Faith has led to an increasing death toll.” If they do, note that “A group of extremists surrendered today, and are being held pending trial for crimes.”
- Second Interview: Focus on their time as an Authority soldier. Ignore the faith at first, and talk about their orders, why they went AWOL, and why they turned traitor to the Authority. Then ask if they think the Faith is working against the Authority. If not, have they learned more respect for the Authority through the faith?

# Interviewer's Guide: Resistance: \_\_\_\_\_

Faction Choice: Give up objectively evil person who is responsible for the defense of the city.

Early post about one year memorial of the Keld Massacre.

Halfway through the first day, call in all of the Resistance people at once. Stand them together in a room, and tell them "There has been a renewed inquiry into the Keld Massacre. A review of footage has found <calling card from faction choice>. This has been seen at the sites of resistance battles, but the Keld Massacre was never blamed on the resistance: the families murdered were, while wealthy, supporters of the Resistance." Pause and allow them the chance to turn over the military leader from faction choice.

Visible Consequences: If they give up the military leader's name, publish the following: On the first day, "<Name> has been blamed for the Keld Massacre.", and a bit later "Resistance leaders have repudiated <Name.> On the second day, "<Name> has been apprehended>", and then towards the end "Authority military figures have announced significant advances in <Capital>." If they do not give up the military leader's name, post early in the second day that "Reports are emerging that Authority forces have withdrawn from key positions in (Capital City)."

## Player-Created Information:

Military Leader Name: \_\_\_\_\_

Military Leader Calling Card: \_\_\_\_\_

Saboteur Worst Operation: \_\_\_\_\_

Saboteur Target: \_\_\_\_\_

Sergeant Home District: \_\_\_\_\_

Sergeant Relations: \_\_\_\_\_

Columnist Banned Tradition: \_\_\_\_\_

Columnist Home District: \_\_\_\_\_

Politician Party: \_\_\_\_\_

Politician Tenet: \_\_\_\_\_



## Saboteur: \_\_\_\_\_

- Choice: Sacrifice the lives and reputation of the resistance for vengeance.
- Has a Target in the authority that they particularly hate.
- They have a line to a group of resistance fighters. A cell phone, with a messenger app to a GM, is a good representation. Feel free to respond slowly.
- First Interview: Accuse them of several crimes, mention their attacks on transports have drawn attention and spawns an active investigation. Offer them a reduced sentence if they give names of resistance fighters and information on how they attacked transports.
- Second Interview: Write down a list of three people being transported, including the Target, their route, and destination. Put the paper upside-down on the table before the interview. Assuming they did not give up the countermeasure attack, inform them that you have uncovered their “cute little attack” against the countermeasure guidance systems. Such a shame that it is so easy to patch. Harass them about names, targets, and their (worst operation). Have another GM knock on the door halfway through. Stand up and leave for a long enough period for them to look at the paper and note that they can strike at the target.

If they text the location to the resistance cell, be sure to note that “we’ll take him out quick. Thank god you’ve disabled the countermeasures, or we’d follow him shortly thereafter.” They can either allow the strike to go through, or call it off.

- Visible Consequences: If they send the strike, post a note that Target was murdered, but all attackers were killed by countermeasures.

## Sergeant: \_\_\_\_\_

- Choice: Save biological family in return for the name of the Authority war profiteer.
- War Profiteer Name: Daina Mari
- First Interview: Tell them <home district> is going to be targeted by Authority operations. You know their family is from that area, and are willing to negotiate. The resistance in that district is suspiciously well supplied. Tell us how you get your munitions, and we can be convinced to delay attacking this district. Without supplies, there will be fewer casualties on both sides. Push for the name: without that, there is no deal.
- Visible Consequences: If they give up name, post information about their apprehension over the remaining game play. If they do not, on the second day post that “Major military operations have begun in <district>. Casualties have been reported, but communications networks are crashing and no names have been released.”
- Second Interview (after consequences): If they did not give up name, offer to have two people airlifted out of the region in exchange for name. If they did give up name, note that while he hasn’t been implicated by his resistance friends yet, he might be. He can moved to protective custody for some additional information. This might either be the group secret, if that wasn’t given up, or information gained from other characters.
- Visible Consequence: If he gives up the name, they get arrested.

## Columnist: \_\_\_\_\_

- Conservative columnist who writes against the Authority.
- “They will let us keep some of our traditions, but not all of them.”
- Choice: Call for their hometown to bend knee, or fight the Authority.
- First Interview: Be kind and generous. Talk about how much stronger the country would be if unified, but how the constant fighting is leaving lasting scars. Violence is making everything worse. Towards the end, mention that the Authority is going to be asserting control over <district> next, and how you hope they any resistance will be peaceful.
- Second Interview: If they haven’t published the article, push them to do so: the military is moving in soon, and your voice might be the only thing that can prevent further violence. If they published a peaceful article, thank them and ask if they want to publish anything else. If they publish a violent article, accuse them of having blood on their hands.
- They have negotiated agreement to publish one article, without editing, in their hometown. They do not have to actually write it, but the GMs should give the player three choices for which is closest to the article’s intended effect:
  - a. Advocate accepting the Authority in their hometown, bending knee.
  - b. Advocate only peaceful resistance, and to back down before military force
  - c. Advocate armed resistance against military force.
- Visible Consequences: When the article is published, post a news item summarizing its intent. If the columnist chooses (a) or (b), the town is subsumed by the Authority. Post news that the Authority is beginning military operations in the town, and some time later that the town government has surrendered. If they chose (c), post that the town has risen up and is holding the Authority forces at bay.

## Politician: \_\_\_\_\_

- Progressive politician who sparked an ongoing, intense, and growing demonstration.
- Choice: calm the demonstrators by getting the code phrase “Ibis” to their operatives.
- First Interview: Focus on the demonstration. It is, at this time, peaceful, and only causing economic harm. Harp on how much damage it is doing the image of the party. Tell them that you are very concerned that the protest will go violent.
- Visible Consequences: Unless they get the key phrase out, post a news item that the <party> protests have grown larger, and Authority police groups have been attacked.
- Second Interview: Offer them a firm choice, only available now. The protests are causing damage and impeding the Authority. If they agree to calm the protests, you will guarantee their party at least one seat in parliament.
- Visible Consequences: If they agree to calm the protest, let them send a message. If they send ‘ibis’, post that the demonstration has dissipated with surprising speed. The next day, post that the Authority has strengthened control in the region. If they do not calm the protest, post that the Authority has declared <party> illegal, and separately that the Authority has withdrawn from certain areas where <party> protests are strong.

Grain Silo Nickname: \_\_\_\_\_

Quarry Nickname: \_\_\_\_\_

Cafe Owner Neighborhood: \_\_\_\_\_

Hero's Child Siblings: \_\_\_\_\_

Hero's Child Dreams: \_\_\_\_\_

Hero's Child/Brat Relationship: \_\_\_\_\_

Brat Dreams: \_\_\_\_\_

Clerk Expertise: \_\_\_\_\_

Names of Resistance Kids: \_\_\_\_\_

## Cafe Owner: \_\_\_\_\_

- Was arrested for allowing a resistance cell (kids) to work out of their cafe.
- If the Authority controls the town and they don't clear their name, they will lose the cafe.
- Choice: Name the cell members to save cafe's neighborhood and possibly clear name.
- First Interview: Start with their guilt: are they part of the resistance. If not, did they know about the meetings. If they are innocent, why not give up the names. If that doesn't work, move on to how the neighborhood has become a hot-spot of resistance activity. How the military is going to have to move into the neighborhood, and isn't that a shame. If they could find the cell, surely it would prevent any collateral damage.
- Visible Consequences: If they give up the name of the cell members, post that a resistance cell has been detained in the city. If they do not, post that a number of buildings in <neighborhood> were destroyed in fighting.
- Second Interview: Focus on the faction choice. You don't care as much about the neighborhood cell, when <grain silo> is the key to calming the area entirely. If they gave up the cell, ask them for this bit more information to bring that peace to the whole city. If they did not, tell them this is a chance to avoid what happened to their neighborhood being repeated elsewhere. If they have been very cooperative, offer to clear their name.

## Hero's Daughter/Son: \_\_\_\_\_

- Romantic or very close fraternal relationship with Authority Brat.
- Choice: Give up parent's resistance cell to allow a convoy of medical supplies and food.
- First Interview: Be solicitous, helpful, and realistic. Mention that the Authority wants to move a convoy of medical supplies and food into the town, but can't while the resistance is so active. If they could remove the most violent elements of the resistance, the convoy could move in. Surely you know where your parents are?
- Visible Consequences: If they give the location, post that resistance fighters were captured outside of <town>, with several members killed. Don't specify who. If they do not, post about a food shortage in <town>.
- Second Interview: If they did not give up their parents, push them again. People's lives are at stake. Be harsher. If they continue to withhold information, note that this can be considered a crime and they will be charged.  
If they did give up their parents, then accuse them of being collaborators with their parents. Assure them they will be charged with crimes, and if they come forward now and admit their guilt it will be easier.  
In both cases, also leave open the opportunity to come clean about meaning of <grain silo>, if they really aren't on the side of the resistance. This doesn't, however, absolve them.
- Visible Consequences: If they give up the location, post about the capture resistance terrorists, and then follow up later that the Authority has provided relief for hunger in the town. If they still do not, post that a convoy was ambushed.

## Authority Brat: \_\_\_\_\_

- Romantic or very close fraternal relationship with Hero's Daughter/Son.
- Choice: Can give up siblings of Hero's Daughter/Son in exchange for amnesty for them.
- First Interview: Assure them they are not in trouble. They are being detained as a matter of protocol, but have already been cleared of all charges, and have amnesty for any minor violations they have committed. However, you know they are close to Hero's Daughter/Son, and the same cannot be said for them. They are very likely going to be charged with complicity in a number of terrorist attacks. Do not offer them the deal now.
- Second Interview (After Hero's Daughter/Son second interview): You are here to make a deal. The Authority is going to charge one sibling with complicity. If they give up the names of who is actually guilty, they can keep their innocent friend from going to jail. Amnesty will be given to Hero's Daughter/Son. If not, well, they already have one of them in custody. The easy route is real tempting.
- Visible Consequences: If they give up the sibling, after one more interview's time, bring in Hero's Daughter/Son for a third, very brief, interview, to tell them they are being given amnesty and will not be charged. Wait a while and post that <sibling name> has been arrested in connection with terrorism in <town>. If they do not, post an item that <Hero's Daughter/Son> is being charged in connection with terrorism in <town>.

## City Clerk: \_\_\_\_\_

- Primarily loyal to the town, the only character with a selfish choice.
- Choice: Lie about the government of the town being infiltrated in exchange for place of power after the conflict ends.
- First Interview: Before the interview, Write a sheet of paper that says "Choose one:"
  - a. Explain the ledger correctly, demonstrating there is no corruption among you or your superiors.
  - b. Frame your superiors for funneling money to the Resistance.
- Bring them in and accuse them of funneling town money to the Resistance. When they deny it, soften your approach. Tell them that there are inconsistencies in the books for their <town>, but the accounting methods are arcane. If they are innocent, perhaps they can help you uncover who is guilty. This will show the Authority they are trustworthy, and will be remembered. If they agree, show them the paper. If they circle (a), be dubious but allow yourself to be convinced. If they circle (b), exclaim that you were certain!
- Visible Consequences: If they correctly explain the ledger, nothing happens. If they frame their superiors, post how arrests of city officials in <town> have led to widespread protests. These protests will help the Resistance in the area.
- Second Interview: Focus on the faction choice. If they cooperated before, ask them for this bit more information to bring that peace to the whole city. If they did not cooperate, tell them this is not a civil matter, but a matter of life and death.

# Character Sheets

Name: \_\_\_\_\_

## Religious Leader

Faction: Religious

- (As a faction): What is the name of your faith? \_\_\_\_\_
- You are a member of a prominent local faith which particularly values autonomy.
- The Resistance accepts the free practice of your faith.
- The Authority has declared your faith illegal, due to its focus on autonomy.
- Many faiths are not illegal, and have been integrated into the Authority.
- The faith continues to be practiced: openly in regions not controlled by the Authority and clandestinely where the Authority holds sway.
- Some members of the faith seek a path towards integration with the Authority. Others believe that resistance is the only path to keeping the faith intact.

Background:

- You are a leader of the faith, revered and looked to for guidance.
- Before the Authority came, you were outspoken in the media and a known figurehead for the faith. What is an important tenet of your faith?  
  
\_\_\_\_\_
- Since your faith was declared illegal, you have been in hiding, releasing recordings to give spiritual and temporal guidance to your flock.
- You feel the burden of your position, and feel responsible for your 'flock'
- You are a true believer, and upholding the faith is important to you.
- You are ambivalent about integration. Finding a way to be accepted by the authority may be the only way to preserve your faith, but many of your flock feel integration would destroy it.

Secrets:

- You have a Dark Secret that would totally discredit you and harm the faith if it came to light. What was it, and what town did it occur in? Tell the player of the Scholar.  
  
\_\_\_\_\_  
  
\_\_\_\_\_

Name: \_\_\_\_\_

Scholar

Faction: Religious

- (As a faction): What is the name of your faith? \_\_\_\_\_
- You are a member of a prominent local faith which particularly values autonomy.
- The Resistance accepts the free practice of your faith.
- The Authority has declared your faith illegal, due to its focus on autonomy.
- Many faiths are not illegal, and have been integrated into the Authority.
- The faith continues to be practiced: openly in regions not controlled by the Authority and clandestinely where the Authority holds sway.
- Some members of the faith seek a path towards integration with the Authority. Others believe that resistance is the only path to keeping the faith intact.

Background:

- You are a religious scholar of theology, philosophy, history and other humanities.
- Before the Authority came, you were a respected professor, unknown to the public.
- Since your faith was declared illegal, you left your position to help the faith and faithful. What have you been doing? Preaching? Smuggling food and goods?

- 
- You have, on occasion, worked directly with Resistance cells.
  - You understand the spiritual core of the faith better than perhaps anyone.
  - You know why your faith was declared illegal: religious and familial autonomy is central to your faith. The Authority could never trust a populace that followed your faith.
  - Integration with the Authority is impossible. Even if they did agree to integration, the faith would die under Authority control.
  - Something happened that made you doubt your faith. What was it? Did your faith lapse?

Secrets:

- You know what **Religious Leader** did something awful. You truly believe they are penitent, but if it came to light it would discredit them and the faith. Copy here what they did, and what town it occurred in.

- 
- You know that **Sergeant** was also in that town at the time, fighting for the Resistance. (If the **Sergeant** is not in play, ignore this).



Name: \_\_\_\_\_

Layperson

Faction: Religious

- (As a faction): What is the name of your faith? \_\_\_\_\_
- You are a member of a prominent local faith which particularly values autonomy.
- The Resistance accepts the free practice of your faith.
- The Authority has declared your faith illegal, due to its focus on autonomy.
- Many faiths are not illegal, and have been integrated into the Authority.
- The faith continues to be practiced: openly in regions not controlled by the Authority and clandestinely where the Authority holds sway.
- Some members of the faith seek a path towards integration with the Authority. Others believe that resistance is the only path to keeping the faith intact.

Background:

- You have grown up in the faith, surrounded by the people and community it created.
- Before the Authority came, you worked in an office job.
- You worked hard to support the local faith community. Organizing social events, arranging care for the sick, and supporting those in need. What was the most fulfilling?  
  
\_\_\_\_\_
- After the Authority came, you kept your job and continued organizing more secretive meetings. Eventually this caught up with you, and you were detained.
- To you, the core of the faith is the people. Fighting the Authority has destroyed the communities that really defined it. Integration is not only possible, it is necessary for the faith to survive.
- Some ritual of the faith has great meaning to you. What is it?  
  
\_\_\_\_\_
- The only thing worse than the scattering of the faithful would be splintering the faith.
- You have great faith in **Religious Leader**, and believe you can sway them to Integration.
- You sponsored **Convert**, an ex-Authority soldier, into the religion. They are considered your spiritual charge, and you have a parental role in managing their spiritual growth.

Secrets

- During an earlier interview, it emerged that one of the reasons the faith was declared illegal was that it sheltered people like **Convert**.

Name: \_\_\_\_\_

Convert

Faction: **Religious**

- (As a faction): What is the name of your faith? \_\_\_\_\_
- You are a member of a prominent local faith which particularly values autonomy.
- The Resistance accepts the free practice of your faith.
- The Authority has declared your faith illegal, due to its focus on autonomy.
- Many faiths are not illegal, and have been integrated into the Authority.
- The faith continues to be practiced: openly in regions not controlled by the Authority and clandestinely where the Authority holds sway.
- Some members of the faith seek a path towards integration with the Authority. Others believe that resistance is the only path to keeping the faith intact.

Background:

- You were a soldier in the Authority during the early days of its unification efforts.
- Battle was full of traumatic experiences: some unavoidable, but some the result of callous or immoral orders from superiors. What made you lose faith in the Authority?  

---
- You went AWOL and fled to areas far from authority control. There, you found the Faith.
- **Layperson** sponsored you into the faith. They have a continued role as your spiritual guide and can hold you accountable for your behavior and growth.
- Being a member of this faith has been your salvation. You did not grow up in it, but it is the only home you have ever known. What tenet of the faith gives you the most solace?  

---
- Eventually the Authority spread to your region, and declared the faith illegal. You were unwilling to take up arms and fight again, but went underground with **Religious Leader** and used your knowledge of Authority tactics to stay one step ahead, until now.
- You distrust the Authority: it does not always act ethically, and doubt the possibility of Integration. The faith would give up autonomy, and you are uncertain it would survive.
- At the same time, you are wary of continued conflict. The Authority may win through immoral means, but they do tend to win. The Resistance has held out for now, but how long can that go on, and what will become of the faith afterwards?

Secrets

- You know the rhetoric of integration, which phrases would help convince the Authority to allow Integration. The faith would have to accept "purely spiritual authority", praise "guided peace", and talk about "rejecting dangerous, archaic remnants" of the faith.
- Although you are peaceful, you have contact with religious extremists in the region. You know they continue to fight the Authority through guerilla tactics.

Name: \_\_\_\_\_

# Saboteur

## Faction: Resistance

- (As a faction): What is your resistance group named? \_\_\_\_\_
- You are from the contested capital city. The bulk of the city, including the government district, is occupied by the Authority. While the Authority labels all subversives “resistance,” you are part of the active, organized, resistance in the capital city.
- Your group contains diverse populations: entrenched political or economic concerns that would be damaged by the Authority; regional loyalists who believe each region should have autonomy; ideological dissenters who reject the Authorities policies.
- The group operated through a variety of means: guerrilla resistance, political campaigns, media campaigns, and there are even rumors of borderline-terrorist attacks. The leadership of your group has repudiated those attacks, but suspicion lingers.

## Background

- You are a loyalist who believes that your home region has a destiny of self-control. Choose a home region and copy the name below:  
  
\_\_\_\_\_
- You are rabidly anti-Authority, believing they only want power for their home region at the cost of all other regions. You have never known an interviewer to lie or renege on a promise, but you know the deals they offer always serve the Authority’s interest.
- Before the Authority you served in your home region’s military with some distinction.
- After the Authority gained power, you went underground, performing covert operations and eventually moving to the capital city to try and cripple the Authority.
- You were given high-level objectives, and carried them out. Sometimes this resulted in more collateral damage than was good for the image of the Resistance, but you did genuinely try to minimize civilian casualties. What operation sticks with you?  
  
\_\_\_\_\_

## Secrets

- You know an electronic attack that disables countermeasures on Authority transports.
- You have a limited covert channel to a cell of guerrilla resistance fighters. They are hoping to get information on valuable transports, so they can use your attack to effectively strike at the Authority. Use a cell phone to text-message a GM.
- (As a faction): The military defense of the capital is coordinated by a very effective, but very ill-tempered, military leader. Without them the city would have fallen long ago. What is their name, and what calling card do they leave behind at victories?  
  
\_\_\_\_\_

- You despise someone in the Authority who wronged you on a personal level. On some level you have been a crusade for vengeance. Who are they, and what did they do?  
  
\_\_\_\_\_  
  
\_\_\_\_\_

Name: \_\_\_\_\_

Sergeant

Faction: Resistance

- (As a faction): What is your resistance group named? \_\_\_\_\_
- You are from the contested capital city. The bulk of the city, including the government district, is occupied by the Authority. While the Authority labels all subversives “resistance,” you are part of the active, organized, resistance in the capital city.
- Your group contains diverse populations: entrenched political or economic concerns that would be damaged by the Authority; regional loyalists who believe each region should have autonomy; ideological dissenters who reject the Authorities policies.
- The group operated through a variety of means: guerrilla resistance, political campaigns, media campaigns, and there are even rumors of borderline-terrorist attacks. The leadership of your group has repudiated those attacks, but suspicion lingers.

Background

- Your family is tight-knit, patriotic, and hard-working. Generations have lived in one working-class district, which has resisted the Authority so far. What is the area’s name?  
\_\_\_\_\_
- Your entire family is close, but you are particularly close to four relations. Who are they?  
\_\_\_\_\_  
\_\_\_\_\_
- Before the Authority came, you were a laborer and then logistics manager. While not wealthy, you were comfortable and could raise a family on your salary.
- After the Authority came, you joined the Resistance because it was the right thing.
- You became sergeant in a combat squad and fought the Authority. You’ve grown tired of the war, and harbor some doubts that cause is worth the death.
- Your squad was captured during the latest push into the capital city. Several of your men were injured, and one died. The rest are being treated by the Authority, and will survive.

Secrets

- The capital city’s Resistance obtains their munitions on the black market. You know the primary vendor is Daina Mari: an industry leader who runs an Authority factory but is perfectly happy to sell to both sides.
- (As a faction): The military defense of the capital is coordinated by a very effective, but very ill-tempered, military leader. Without them the city would have fallen long ago. What is their name, and what calling card do they leave behind at victories?  
\_\_\_\_\_

Name: \_\_\_\_\_

Columnist

Faction: Resistance

- (As a faction): What is your resistance group named? \_\_\_\_\_
- You are from the contested capital city. The bulk of the city, including the government district, is occupied by the Authority. While the Authority labels all subversives “resistance,” you are part of the active, organized, resistance in the capital city.
- Your group contains diverse populations: entrenched political or economic concerns that would be damaged by the Authority; regional loyalists who believe each region should have autonomy; ideological dissenters who reject the Authorities policies.
- The group operated through a variety of means: guerrilla resistance, political campaigns, media campaigns, and there are even rumors of borderline-terrorist attacks. The leadership of your group has repudiated those attacks, but suspicion lingers.

Background:

- You are a popular columnist and media figure in the city, with a great deal of influence.
  - You strongly advocate regional self-governance, making you popular in loyalist circles.
  - Before the Authority came, you were a strong proponent of the culture of the city, and worked tirelessly to both promote traditions and ensure they were not used for harm.
  - When the Authority gained control of the city, they stated intentions to dismantle some traditions you felt were critical to the culture. They would let you keep some traditions, but not all of them. They are all important. What was one of these banned traditions?
- \_\_\_\_\_
- This led to you going underground and becoming a vehement voice against the Authority, which you find completely abhorrent. Common talking points were: “What the Authority would make us give up is too much” and “My identity is not up for compromise.”
  - You are strongly principled, and opposed to violence outside of immediate self-defense. This has caused long arguments with the more military elements of the group.
  - You are particularly beloved in your home district, which is a bastion of the culture you hold dear and work to protect. What is the name of the district?
- \_\_\_\_\_

Secrets

- Because of your pacifism and the backlash against your detention, you have negotiated with for a single article, with no editorial review, to be published in your hometown.
  - (As a faction): The military defense of the capital is coordinated by a very effective, but very ill-tempered, military leader. Without them the city would have fallen long ago. What is their name, and what calling card do they leave behind at victories?
- \_\_\_\_\_

Name: \_\_\_\_\_

## Politician

### Faction: Resistance

- (As a faction): What is your resistance group named? \_\_\_\_\_
- You are from the contested capital city. The bulk of the city, including the government district, is occupied by the Authority. While the Authority labels all subversives “resistance,” you are part of the active, organized, resistance in the capital city.
- Your group contains diverse populations: entrenched political or economic concerns that would be damaged by the Authority; regional loyalists who believe each region should have autonomy; ideological dissenters who reject the Authorities policies.
- The group operated through a variety of means: guerrilla resistance, political campaigns, media campaigns, and there are even rumors of borderline-terrorist attacks. The leadership of your group has repudiated those attacks, but suspicion lingers.

### Background

- You are a popular figure in a political party opposing the Authority, who served in one of the legislative bodies. What was the name of your party, and what was a core tenet?  
  
\_\_\_\_\_
- Before the Authority came, you worked tirelessly to advanced your causes, to dismantle the Authority ideas that you felt were harming the populace and opposing your views.
- After the Authority came, you were horrified at the policies they would enact.
- You believed the political process was the best chance. At best, convince them the city was uncontrollable. At minimum, convince them light control was best.
- You spoke out against the Authority, toeing the line to remain free and legal. The compromise meant you couldn’t say everything you wanted, but you were able to continue openly participating in politics.
- You believed in your party, but chafed under the Authority’s restrictions.
- Eventually you slipped up. Your words incited a large, mostly peaceful, demonstration against the Authority that interrupted their operations, and you were detained.

### Secrets

- You have a loyal group of operatives with influence over the demonstrators. If you can get a word to them, you can tell them “ibis” and they will dismantle the protest.
- (As a faction): The military defense of the capital is coordinated by a very effective, but very ill-tempered, military leader. Without them the city would have fallen long ago. What is their name, and what calling card do they leave behind at victories?  
  
\_\_\_\_\_

Name: \_\_\_\_\_

## Cafe Owner

### Faction: Circumstance

- (As a faction): What town are you all from? \_\_\_\_\_
- You are all citizens who grew up in the same town.
- Your town is in a hotly contested region, and has been at the center of conflict for years.
- The Authority's control recently strengthened, and they instituted strict controls: checkpoints, curfews, random searches...
- Inspired by the anonymous writings of The Farmer, The Resistance has active cells working in and around your town. They use a series of secret tunnels the Authority has been unable to trace.
- If the Authority ever found the tunnel to main resistance cell, they could establish strong, permanent control over your own with minimal bloodshed.
- There was a recent Authority crack down, and you were caught up in the sweep.

### Background

- You moved to this town for school, and never left.
- You own a small cafe in a vibrant neighborhood. What is the neighborhood called, and what is it known for?

- 
- While you have some philosophical objections to the Authority, you are not strongly swayed by either side. You certainly do not feel that Resistance is worth dying for.
  - You have allowed resistance meetings in your cafe: younger people you knew from the town. Surely they were safer at the cafe than somewhere else.
  - During the latest crackdowns your cafe was named as a resistance meeting location, and you were rounded up.

### Secrets

- You know the names of the kids who were meeting in your shop. They weren't there when you were arrested. Who were the two leaders?
- 
- (As a faction:) The town has nicknames for two desolate areas frequented by couples looking for privacy: an old grain silo and an abandoned quarry. What are the nicknames?

Grain Silo: \_\_\_\_\_ Quarry: \_\_\_\_\_

Name: \_\_\_\_\_

## Hero's Daughter/Son

### Faction: Circumstance

- (As a faction): What town are you all from? \_\_\_\_\_
- You are all citizens who grew up in the same town.
- Your town is in a hotly contested region, and has been at the center of conflict for years.
- The Authority recently gained firmer control over the region and your town.
- They have instituted strict controls: checkpoints, curfews, random searches...
- The Resistance has active cells working in and around your town. They use a series of secret tunnels the Authority has been unable to trace.
- If the Authority ever found the tunnel to main resistance cell, they could establish strong, permanent control over your own with minimal bloodshed.
- There was a recent Authority crack down, and you were caught up in the sweep.

### Background

- You are from a poor family who has lived in this town for generations.
- Before the Authority, your parents were nobodies.
- When the Authority came, your parents fought and became heroes to the town.
- Your parents are still outspoken resistance members, and lead one of the guerrilla cells.
- Your two siblings have tried to follow in their footsteps. What are their names? Share their names with **Authority Brat**.

- 
- It has always been assumed that you would join them, but you are not swayed by the rhetoric of either side. While you do not support the Authority, violent resistance causes so much pain, and even political resistance seems more ideological than practical. What would you do with your life, if you were free of these expectations?

- 
- You have a close relationship with **Authority Brat**: either romantic or a very close, fraternal, friendship. What is your relationship, and how did you meet?

- 
- You have had to hide your relationship from your town and parents.

### Secrets

- You know the location of your parent's resistance cell. Even if the larger resistance in the region was quelled, you know your parents would continue fighting.
- (As a faction:) The town has nicknames for two desolate areas frequented by couples looking for privacy: an old grain silo and an abandoned quarry. What are the nicknames?

Grain Silo: \_\_\_\_\_ Quarry: \_\_\_\_\_



Name: \_\_\_\_\_

# Authority Brat

## Faction: Circumstance

- (As a faction): What town are you all from? \_\_\_\_\_
- You are all citizens who grew up in the same town.
- Your town is in a hotly contested region, and has been at the center of conflict for years.
- The Authority recently gained firmer control over the region and your town.
- They have instituted strict controls: checkpoints, curfews, random searches...
- The Resistance has active cells working in and around your town. They use a series of secret tunnels the Authority has been unable to trace.
- If the Authority ever found the tunnel to main resistance cell, they could establish strong, permanent control over your own with minimal bloodshed.
- There was a recent Authority crack down, and you were caught up in the sweep.

## Background:

- Your family is very wealthy: directly or not, they employ a significant percent of the town.
- When the Authority first made inroads into the region, your parents saw the benefits of their cause and joined. They work for the Authority in a civil capacity.
- Your social life has always been strained due to your parent's choice of job. Your parent's wealthy friends don't care, but other children wouldn't associate with you. Even as you grew into adulthood, you had few friends.
- You have a close relationship with the **Hero's Son/Daughter**: either romantic or a very close, fraternal, friendship. What is your relationship, and how did you meet?

- 
- You have no particular loyalty to your family, and would be perfectly happy never to associate with them again. They aren't nice people, and don't really care about the town. What would you do if you were free of your family?

- 
- If the authority lost control of the town your family would be devastated, your name dragged down with theirs. More importantly, their employees would suffer.
  - You were wounded in the most recent conflict, and are still moving slowly.

## Secrets:

- You know where **Hero's Daughter/Son's** siblings are, and what they did. Copy their names from **Hero's Daughter/Son's** sheet.

- 
- (As a faction:) The town has nicknames for two desolate areas frequented by couples looking for privacy: an old grain silo and an abandoned quarry. What are the nicknames?

Grain Silo: \_\_\_\_\_ Quarry: \_\_\_\_\_

Name: \_\_\_\_\_

## City Clerk

### Faction: Circumstance

- (As a faction): What town are you all from? \_\_\_\_\_
- You are all citizens who grew up in the same town.
- Your town is in a hotly contested region, and has been at the center of conflict for years.
- The Authority recently gained firmer control over the region and your town.
- They have instituted strict controls: checkpoints, curfews, random searches...
- The Resistance has active cells working in and around your town. They use a series of secret tunnels the Authority has been unable to trace.
- If the Authority ever found the tunnel to main resistance cell, they could establish strong, permanent control over your own with minimal bloodshed.
- There was a recent Authority crack down, and you were caught up in the sweep.

### Background

- You are a 4th generation resident of the town. Your family has served the city loyally.
- You are a city clerk: a minor official responsible for ensuring the town runs smoothly. You deal with permits, accounting, violations, and regulation in what area of expertise?  
  
\_\_\_\_\_
- You have no particular concern for the larger conflict between the Authority and the resistance. The Authority allows autonomy in it's regions, your job and the town would be safe. It seems a very philosophical concern, and you've avoided any hint of the conflict.
- You care about your own reputation and career.
- You were caught out after curfew. The Authority did not believe that a town official, of hotbed of resistance, was just running late because of work, and you were detained.

### Secrets

- You know more about the town's accounting and finances, in your area of expertise, than almost anyone else. The city has relied on you to keep the books, fix mistakes, and investigate inconsistencies for so long that no one else could contradict you.
- (As a faction:) The town has nicknames for two desolate areas frequented by couples looking for privacy: an old grain silo and an abandoned quarry. What are the nicknames?

Grain Silo: \_\_\_\_\_ Quarry: \_\_\_\_\_

New Characters: (*Italics is written material*)

- Firebrand - Religious (Meh)
  - a. Just joined, has not yet killed anyone. Naive and full of hope.
  - b. Believes deeply in honor.
  - c. Has a vial of poison given when they were captured.
  - d. Individual Choice: poison someone who has incriminating information on the religion.
- Partisan - Military (okay?)
  - a. Thinks the Resistance should be in charge of every territory.
  - b. Politically opposed to saboteur, supports Politician's party(?)
  - c. Is not Anti-Unification, just Anti-Unity.
  - d. Individual choice: Somehow inflame nationalism to help combat unity, resulting in (region) splintering from both Unity and the Resistance.
- The Poet-Pretender - Circumstance:
  - a. A very quiet and unassuming person, very skilled songwriter or poet. From a very privileged family which is unpopular in the Resistance.
  - b. Wrote a group of (songs/poems) in private, in the voice of a disenfranchised person, that were later discovered and have become incredibly popular, spawning a new resistance faction.
  - c. The group centered around the song do not listen to the politicians or columnists. Very hard to control.
  - d. Has smuggled the last of the songs on him, but does not know how long he can keep them hidden.
  - e. Individual Choice: Claim authorship of the songs or destroy them (literally ripping them up). Claiming authorship will rob the songs of their power and expose them as a fantasy. Not doing so will lead to many dying for a cause that is, at its core, hollow.
  
- You are all citizens who grew up in the same town.
- Your town is in a hotly contested region, and has been at the center of conflict for years.
- The Authority recently gained firmer control over the region and your town.
- They have instituted strict controls: checkpoints, curfews, random searches...
- The Resistance has active cells working in and around your town. They use a series of secret tunnels the Authority has been unable to trace.
- If the Authority ever found the tunnel to main resistance cell, they could establish strong, permanent control over your own with minimal bloodshed.
- There was a recent Authority crack down, and you were caught up in the sweep.
  
- You are all citizens who grew up in the same town, in a hotly contested region..
- Recently, a series of poems about the life of the disenfranchised author have been circulating. Although unattributed, the news has named the author "The Farmer."
- The poems have inspired a Resistance group, who operate out of tunnels in the town.
- This has prompted tighter Authority control: checkpoints, curfews, random searches.
- If the Authority ever found the tunnels, they could reestablish control in the town.

- There was a recent Authority crack down, and you were caught up in the sweep. Having been arrested may impact some people's futures, depending on who controls the town.

Clerk: Wrote the poems, has to choose to destroy them or not. Keep initial interview. Benefits slightly from the Authority staying in power.

Cafe Owner: Knows that the poems are very good, from an artistic perspective. Benefits strongly from the Resistance gaining control. Can clear their name, but they don't know that.

Authority Brat: Resents that the poems made their life worse. Believes the town will do better if the Authority stays in power.

Hero's Child: