

# CONQUEST RULEBOOK

MORE INFORMATIONS ABOUT ALL OUR EVENTS:

**MYTHODEA.DE**





### **Hello and welcome to the rulebook!**

Here you will find a very brief overview of the rules, guidelines and ideas for playing at Mythodea events. Of course, not everything is here in detail. Try to fill in gaps on your own to the best of your ability and with goodwill. We believe that we all want and can create a fantastic world together, and have therefore summarized this rough guide! We are looking forward to seeing you and your roleplay!



**LARP**

Live Action RolePlay,  
the game we play

**IT**

In Time - In Game

**OT**

Out Time - Out Game

**THIEVING**

IT stealing items with OT permission of  
the owner

**CROSSING ARMS/HOLDING WEAPON**

UPSIDE DOWN OVER HEAD

This person is OT

**PLOT**

Story(s) in  
gamel

**SL**

game master - people wearing  
yellow bags

**PLAYMAKER**

supervisor of individual plots,  
also yellow bag

**CROW MASTERY**

IT messages and  
OT field-HQ - radio station

**(PARA-)MEDIC**

OT medical helper. Avoid using  
this term in IT

**CHARACTER**

role,  
you play

**IN-FIGHT**

Simulated  
fight in  
which you  
also touch  
each other

**LIVE ADVENTURE**

The organizer of the  
ConQuest  
- the Orga -  
the organizers





### **Game masters and team members**

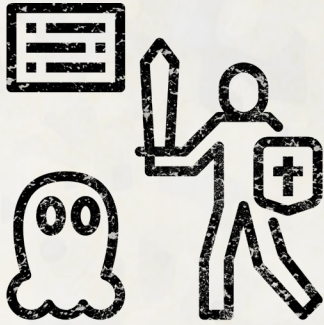
... of the organization are there to help you be oriented at the event and to assist you with any questions you may have. Their goal is to create the best possible experience for everyone. Therefore, they are also authorized to give instructions so that they can carry out these tasks. If you don't follow rules, they can and should tell you, This helps everyone have a great event. You'll recognize them by yellow bags and sashes, yellow scarves, or other yellow markings. Team members, such as play makers and game masters, can be in character alongside you or briefly present themselves from the outside to help. Crow masters (meadow HQ chiefs) can always be found in central locations. They always have a radio and can help you with OT questions

and emergencies, as well as send short IT messages through IT crows. These messages can either go to another crow master and possibly reach another player group, or reach the orga.



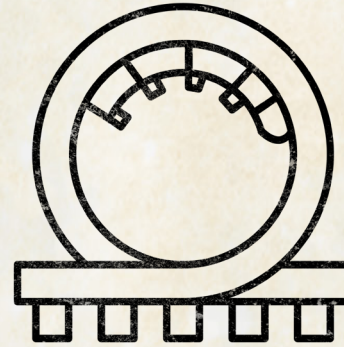
Every member of the orga team aspires to be the nicest and most competent team for you. If ever a yellow team member doesn't know the right answer or doesn't have time, that person will try to point you in the right direction or try to get the necessary info over the radio.





### Basic rules and ideas for IT of Live Action Role Play (LARP for short)

1. If someone offers roleplay, show some reaction. Any reaction. Accept game offers.
2. When you offer roleplay, do not expect any (specific) reaction. Any shown reaction is „good“ and part of the game.
3. Be OT nice to your teammates (Assume that your counterpart is also nice). You are both cool people. Otherwise you wouldn't be here!



**We play LARP as a cooperative game! Play to lift. Play to struggle. In short; play for the ups and downs!**

This means that we play IT with and for the experience of our fellow players. Of course, there can also be conflicts and opposition in IT. But this remains in the game and does not lead to animosities in real life. Together we create an environment in which the roles and representations of all types have a place and the players can dare to create the LARP together.

**„Play to lift“ and „staging“:** Support your fellow players in the roles they have chosen, and they will do the same for you. Read OT the moods of a scene and generally try to enrich OT rather than to disturb or to be „against“. In IT, of course, things can still get heated and

sometimes against each other!

„Lifting“ comes from lifting up, „staging“ comes from „offering a stage“. If you „lift“ or „stage“ someone, you support the role, the game or the scene of the other person. That's pretty nice of you! Whoever does this for others is both a great player and likely to be „staged“ or „lifted“ by other players too! For example, it would already be „lifting“ if one had a little bit of reverence for the mage with the big hat, fear of the rotting undead or speaks politely to the high lady! It can also mean, letting the big bad guy finish his speech or playing his scene for you so the big story can continue for everyone!

**Play to struggle:** A game that presents a roller coaster ride of drama for the characters IT is a game where there can be hero moments





for everyone. This gives everyone a chance to shine. We like the comparison with a roller coaster, because of its journey. Something exciting happens which causes butterflies in the stomach and brings people a little out of their comfort zone, without containing real danger. The ups and downs and all the turbulence make the ride interesting and fun. And at the end, you arrive back safely with a great experience!

For the character in the game, that would mean defeats and successes, luck and bad luck, losing and winning, daring and sometimes being afraid. It's about childlike joy, the fun of the experience, the adrenaline and the happy hormones, the hero moments or feeling like the main character in your own movie. Perhaps this image of the roller coaster

in your mind helps you to let your character IT go through all kinds of ups and downs and feel OT the tingle in your stomach that may come from it.

### **Victim Rule**

Whether your character dies in the game is always up to you. Whether severely injured or dead can never be decided by anyone other than yourself. If you take advantage of this to promote bad play, i.e. being immortal to spite others, then you are... not very nice. If you chose to survive, it is courtesy to only know OT afterwards who would have killed your character. This information should not be used against that person in the game. Playing out a very serious wound is then good manners, because OT you should always play with and for each other. In IT, conflict play is of course possible. The outcome of an IT court case is also subject to this victim rule and must be briefly discussed with the person involved OT in advance.





*Tip: IT conflicts feel and look better when they are OT consensual. Medium-length actions can also be discussed with each other briefly beforehand (preferably a little away from other players).*

*„Hey! Then I'll yell really mean at you, and then you can pretend to punch me in the stomach!“*

*„Oh yeah great idea! Come on, let's go play this out!“*

Bonus wisdom: OT problems are solved in the OT. When IT and OT issues have an intersection, it pays to talk to each other.

### **Take responsibility for yourself and your teammates**

We, as organizers of Live Adventure, are committed to making the event as safe as possible with all the resources at our disposal. We make sure that there are systems and frameworks in place where you can move around with peace of mind and confidence. We take this responsibility very seriously. Nevertheless, everyone is responsible for their own mental and physical well-being. If you find yourself in an unpleasant situation and feel uncomfortable, go to the Outroom. If you have suffered an injury of a physical nature, go to the paramedics. At the same time, be considerate of each other and put yourself in your fellow man's shoes. Remember though, no one is in your head and knows exactly

what you are thinking or how you are feeling right now. Talk to each other, even OT if necessary. LARP is a hobby for responsible people who care for each other. Please behave accordingly.





### Stay in the Game!

IT is important. Immersion (the feeling that comes when everyone is just participating in the game and there are no distractions) is like sleeping and dreaming. You should not break IT without a reason, otherwise you will „wake up“. And if that happens too often, then you „sleep badly.“ This may lead you to feel disappointed, like you did not have the experience you might have had otherwise. Of course, you always have to break IT if there is a real danger and you should! For this there is the „Stop“ command (All bystanders stop what they are doing for a moment and wait OT for what is to be done and the situation is clarified). „Continue/Weiter“ cancels the command. Otherwise, break immersion as infrequently as possible, or as inconspicuous

as possible. Try to help yourself and others stay in the fantastic world or get back into it as quickly as possible. That is what you are here for. If you have something you need or would like OT, but it's not so important that you have to completely break IT right away, you can use the „really really“ rule or the „oh mother“ rule to get what you want while staying in the game. Examples: „Oh Mother, I'd like to lie in the shade while you interrogate me!“, „I'd like to be healed really really fast because I need to get on!“.



### Serious Gaming - Take the game and the created world seriously.

We want to create a believable, exciting, cool, magical world together. This simply means: adults have decided to play a game together that should aspire to meet these demands. We want to dive in together and fade out of reality for a few days. For this purpose we let ourselves in on the „Suspension of Disbelief“. That means, we get involved in a story told together, even if not all details are 100% appropriate. So we suspend our „disbelief“ a bit and don't actively (or even in our minds) point out small mistakes or discrepancies. We want to follow the story and give it a chance. Too much unnecessary immersion breaking, exaggerated nonsense characters or „child's play“ aspects are not conducive





to this goal. We take the story seriously and play according to the logic, rules and „natural laws“ of this magical/created world. Most of the time, this is medieval/fantasy-inspired and that's how it should be roughly handled. Imagine the mood of setting role models such as „The Lord of the Rings“, „Witcher“, „Game of Thrones“ or „King Arthur“.

### **You-Can-Do-What-You-Can-Represent /„DKWDDK“**

As the name suggests, your character can do what you can and want to do! Whether other participants play off and support your presentation and skills can often be related to your presentation!

Please make an effort in everything you do or carry. But don't worry and take heart, because with every LARP event you will learn new performance tips and tricks, gain more self-confidence and meet new favorite players! You will get the hang of it in no time!

Deliver believable, cool, and beautiful play for everyone - and therefore for you, as well!

Note on point play (life points, power levels, hit points, etc.): The rulebook you are reading right now is called „point free rulebook“ because here everyone can decide for themselves how well or how often they want to be able to do something. Some people still know the point game from former times or from other rulebooks (e.g. Dragonsys) where you have to distribute experience points to skills like in the tabletop roleplaying game. On Mythodea you can play with such point rules if you want to, but you have to assume that others don't necessarily go for this kind of roleplay.

Even though in theory you could be able to do everything you want and represent, it is also highly recommended to have courage to not be able to do everything. A character



that can do everything is rather boring and evokes less joy in fellow players than characters where it is directly clear how to roleplay alongside them. Being an apprentice in your profession and slowly increasing your skills also gives you more opportunities than going straight in fully „learned“. Think of the roller coaster - if you get on at the very end, you experience less of an exciting ride! For example, not being able to read can generate a lot of play if you need help as a character doing it. Or maybe not being able to pick a lock without a burglar? For guidance, think of how classic adventure groups in tabletop role-playing games complement each other, or the characters in series and movies can't do without each other. It's best to create your characters in such a way that they can help

and need help!

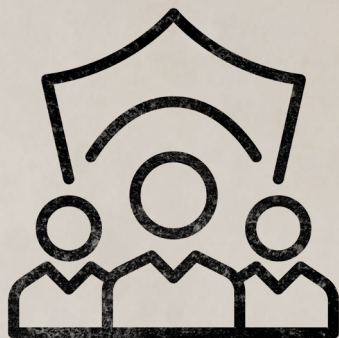
Help on **character creation** is available in the form of the „Character Biography“ at the end of these pages. You don't have to answer these questions, but they are highly recommended to enhance the game experience. Even for long existing characters, feel free to answer these questions.



### Share your secret

It's a good idea to share secrets or juicy details about your characters. Write secret letters and lose them, or tell them in an IT „weak moment“ and then conspiratorially ask to „forget“ the conversation the next day. Or ask your teammates OT to help you spread the secret. But why? Every exciting character in stories has these secrets. But in LARP, no camera is close, no music changes, and no book page reveals these things about you. Only you do. If no one knows, it's not “in the game“ And that would be a shame. Dare! True to the motto: Is it a secret at all, if nobody knows about it?





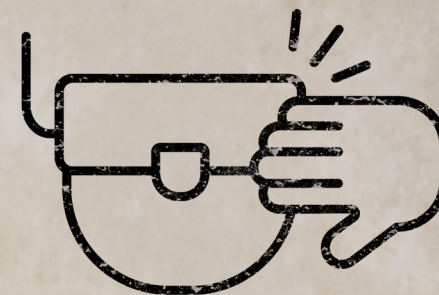
### Guilds

... in the game help LARP newbies and old hands to find character-specific play and good entries into the big storyline. There you can also get tips and help on portrayal and LARP in general. Most of the guilds can be found in the Tross and they are happy about everyone who comes by.



### Crime game

... at the event must be requested and approved at the Tross HQ. The depiction of an IT crime is allowed, as long as the crime guild/shadow guild knows about it OT (as the game director). You will be explained rules and systems needed to make this type of game possible at a large con, while also making it game-enhancing. IT drug dealing, lock picking, „thieving“ (the IT word for stealing), IT pickpocketing, IT document forgery, smuggling, and assassination by contract are just a few examples of the game offerings you'll find there. Any OT crime is OT. It will be treated as such and punished accordingly.



### Thieving

Pickpocketing: Players are allowed to bring self-made red bags to give the IT thieves a nice game. More information can be found on the Shadow Guild Facebook page or at the Tross HQ.

Shoplifting: In the Tross, you can find fist-sized red foam cubes in the merchant displays during the day. If you steal them unnoticed and turn them in to the Tross Crow Mastery, with a little luck you'll draw the attention of the Shadow Guild in IT.

Other items painted red and more: These items can only be stolen with a direct order from the Shadow Guild, to which you must first earn contact. They represent valuable IT stolen goods, the value of which not everyone recognizes (since the color RED is only an OT marker here.).





### **Assassinate and Knockdown**

... are surprising/unforeseen game actions for the victim, i.e. „surprise attacks“. These are special treatments in the game and therefore require a brief explanation:

The target must not be in an exchange of blows himself for this. However, such attacks are possible, for example, while a person is reorienting himself in the battle or is standing in second row on the battlefield (or similar).

### **Assassination**

... may only be performed with a flexible weapon without a core. The assassin approaches a person by surprise or unseen, places a hand on the person's shoulder, and says, „Assassinated/Back Stab.“ This marks the successful assassination attempt. Only after this is the assassination playfully displayed with the core-less weapon touching the desired assassination site (armpit, kidney area, or similar). The neck/throat is never touched for safety reasons, however. Instead, the assassin's weapon is drawn across the upper chest to simulate a throat cut. This is followed by the careful playing out of falling over/lying down. Assassination ends after a short „bleeding out“ with the death of a character. However, the Victim Rule also applies here. If

you decide to let the character survive, this should not be a disadvantage for the assassin player because the character was successfully assassinated. Amnesia or a severe wound of the assassination victim help IT to logically justify why the attacker was forgotten.





### Knockdown

IT knockdown must also be performed with a core-less weapon, again placing a hand on the shoulder in surprise and saying „Knocked Down/Knock Out“. Hits to the head are also not allowed in this situation and are only indicated in the shoulder area. This is followed by the prudent acting out of falling over/lying down. After that, the character IT „faints.“ How long is up to you. If you want a guideline, you can choose 5 minutes as the time period.



### Fights, hit points, battles

There are no real battles on Mythodea. All „battles“ are scenes in which fights are played and simulated. There is NO real competition to see who can hit faster and/or harder (This has always been the case, we just want to emphasize it again).

Padded weapons are used in LARP. All padded weapons in LARP must be sufficiently thickly padded with foam usually also have a GFK core and a stab protection at the upper and lower end of the core (Kevlar, leather or similar). This is common for LARP weapons from the trade. All LARP weapons must be checked by the wearer and the wearer is responsible for them.

LARP arrows and LARP bolts can be shot with bows that have a maximum draw of

27lbs. Each arrow must always and before each firing be checked by the archer himself - whether the head is firmly seated and the shaft is intact and also everything else is in order with it. LARP safe arrows and bolts are available for purchase, for example, from the brand IDV.

Spot checks by the Live Adventure Team are possible at any time.

Weapons for sieges have to be approved by the orga in advance and have to be shown on site. You can send a mail to [REGIE@MYTHODEA.DE](mailto:REGIE@MYTHODEA.DE).

Forbidden hit zones are the head and primary and secondary private parts.

Stabbing with LARP weapons is only allowed if the padded weapon has no core, i.e. is core-



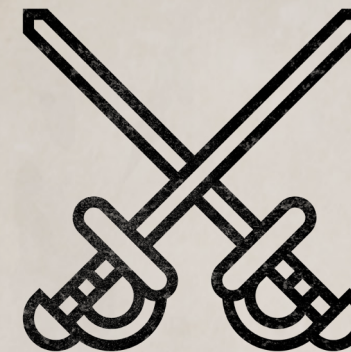
less, or has a stab-proof end (about 20cm core-less flexible „wobbly“ end). Then you may slowly and carefully feign a stab to the center of the body.

Play out as many hits as possible and show nice PLAY, even in combat. If you want a guideline, you can take about 3 to 5 hits unarmoured before you need healing or anything like that. Throw and ranged weapon hits also count towards this. „Ignoring hits“ can be done, but is no fun for anyone. Reward your playmates' battle game offerings by playing them conspicuously! Healers and other supporting roles are also happy when you provide them with nice scenes. Each role contributes to the big picture. Stay away from combat for a reasonable amount of time to heal your IT wounds. How long this takes,

however, is up to you.

Physical restraint of a fellow player (hugging, holding a LARP weapon, etc.) in fighting is only allowed with prior agreement.

If you accidentally hit someone too hard or in a bad place, apologize briefly OT and ask if you can help. If necessary, step aside for a moment so as not to stop the roleplay of the others unnecessarily. If you enjoyed a fight, please let your teammates know afterwards (without disturbing the game). Be OT nice to each other!



### **Duels or In-Fight**

If you want a duel, you have to point (with the LARP weapons) at each other and „Duel“? Questions. The answer must be „Duel yes“ or „Duel no“. Then you can start. If you want to In-Fight, you have to walk towards each other, point at each other and shout „In-Fight?“ The answer to this is „In-Fight yes!“ or „In-Fight no!“. Then you come together, as the In-Fight must be discussed in more detail - including the desired outcome of the fight. Afterwards the In-Fight may be carried out. If you see duels or In-Fights, please do not interfere. Let the duelists have their scenes! Real charging (i.e. charging at a person or group with your own body) is always agreed upon beforehand. If you see it somewhere, it has been agreed upon. If you want to join,



you can report to the army command (yellow bag). If you have not agreed on anything, neither duel nor in-fight, you are not allowed to take these actions for granted or to execute them. If you do it anyway and get caught, you will be removed from the field.

Try to avoid attacking water carriers. The same goes for banner bearers, whose banners cannot be taken unless they offer it to you.

If someone with a yellow bag is standing in the battle line and attacks you as part of the battle game, you can of course answer the play offer, otherwise avoid attacking the Yellow Team unnecessarily if they are standing and working somewhere else on the battlefield.

In general, the display of a fight involves danger and some physical contact, similar to

a ball sport. If you do not want that at all, or there is some other reason for which it would be particularly harmful, do not participate in the representation of fights. Alcoholized or otherwise intoxicated persons are prohibited on the battlefield.

In case of a rare injury or other problem, let the yellow game leaders and battlemasters (battle SLs) do their job and be considerate. Instructions from the team must also be followed. Stop commands are to be kept short and local (about 5 meters radius) and only repeated out loud if you can see the reason for the „stop“. There is no „automatic down command“ (the kneeling of all bystanders on one knee) with us, because paramedics tell us that knee injuries occur more often after a

„down“, and that would not help anyone. So if an extremely rare „down“ should be called, it will always be done by a game master.





### **Magic and alchemy**

Deliver believable, cool gameplay for everyone. Even with magic and alchemy, both should be presented extensively. Please be judicious about this and don't directly throw components at anyone that aren't specifically designed for it. For smoke and fire effects, remember the forest fire level and show them to a yellow bag before using. All kinds of potions are only IT to drink, OT you should throw them away or mark them as used without actually taking them (unless you know exactly what is in it and want to drink this). Everything should always be played out with a voluntary cost to represent the special nature of magic and alchemy. The cost is so that if the spell doesn't fold. Great healer play, mage consultation play or something similar

can happen and fail. Any disappointment due to the failed spell is always IT, never OT. We believe that when a spell fail happens, the game is just beginning! It's best to assume OT that your spells will fail (for whatever reason) and rejoice all the more if they do. Just as if magic was something wild and ultimately unpredictable that you could never fully control.



### **Rituals**

... should always be intense, cool, exciting and be shorter rather than longer. (30 - 45 min max.). Rituals should only be done and attended by those who want to partake and should not be disturbed by OT (silly heckling or the like). Rituals and interactions with artifacts should be reported IT (and OT) to the Crow Mastery if you want the world, a plot or NPC to react to them. To do this, write a short, concise, and clear letter to a fictional master teacher. This increases the likelihood that Team Yellow will respond. Sometimes, however, there may be no reaction or not the reaction you wanted.





### **Magic Analysis**

A black light lamp can be used to analyze magic items for runes. What meaning these runes have, you can find out in the game and for example at the mages guild.

If you don't have an SL nearby, if you know the runes, the rune reading can tell you roughly what the artifact/item might be.

If you encounter players who paint themselves with the runes and claim that it gives them power, then you get to decide for yourself whether or not you want to play it that way.

An SL can be consulted for an IT detailed and played magic analysis. In some cases, there may also be a whispered OT announcement about it.

It is forbidden to paint event items with runes.



### **Magic on the battlefield**

... is when three or more magic casters join together and announce/ritualize their spell loudly and conspicuously so that the NPCs have a chance to hear it. Only then CAN a spell work. IT this is because there are many distractions on the battlefield, and only multiple spellcasters can build sufficient focus and support each other sufficiently. Still, expect that it also can fail for whatever reason.

### **Everything that has to do with magic costs**

**IT:** The caster's body (nosebleeds? Headache? Weakness? Feel free to get creative! Involve healers!)

- Passing magic through the body costs a lot of power and can also lead to injuries!

The magic storage in the caster "mana pool"

- this limits the possible amount of spells

which must then be recharged overnight or with very complicated, time-consuming rituals. If you want a guideline, you can cast 5 to 10 spells before the mana has to be regenerated, depending on the level of practice. The magic in the environment (grass withers? Birds fall from the sky? NPCs fall unconscious? Or just a cloud possibly dissipates depending on skill, experience, intention, and where you cast).

- No matter how little, each spell ALWAYS costs the environment as well. IT balance needs to be considered here.

All these magic costs are to enrich the game. So you should not stop casting magic IT just because it costs something, but show the cost of magic to emphasize how special and sometimes dangerous casting magic is. It





makes magical characters, as well as magic itself something valuable and mystical, just as this power is in all other fantasy universes. Any solution to this IT cost will always be temporary or of little effect, and is not meant to solve the game with the cost. Nevertheless, the measure of playing out the costs is voluntary and may be chosen by each and everyone.  
Get involved with us!

### **Dealing with decoration and props**

Do not dismantle or destroy decorations. Enjoy the sight and the atmosphere! If it is an „evil“ place, leave it as a „warning to others“ or find other IT reasons why it would be too much work/unnecessary/harmful to take it down now.

Items may not be taken unless an NPC offers it to you or a game leader allows you to take the item on short notice. In the latter case, it is important that the SL comes to the item, not the item to the SL!

Use items that are to be used on the spot and publicly, so that as many players as possible get something out of it. Do not hide anything in the OT, in your tent or otherwise inaccessible places that belong in the IT or is plot relevant, even if it would be „logical“ to hide

it. Carry important items from A to B often to allow attack opportunities for play of all kinds and great scenes.

If you have captured IT scripts or other props during the game, please return them to the orga at the end OT so they can be enjoyed by others in the future.





### Dealing with NPCs

NPC's are great people to play for you. Take care of each other especially in the battle simulations. Reassure each other that all is well, that you are IT enemies and hopefully soon become OT friends!

Also let NPC's drink water or regroup so they can continue to make nice roleplay for you.

NPC arrows are marked in yellow, please help collect these arrows for them and place them where they are easy for your IT opponents to reach.

Destroying the summoners (the respawn) of the NPC's early means an earlier end to the battle and therefore perhaps less fun. Be aware of this.

Storming or occupying the NPC camp or ta-

king down OT hindrances destroys the game! Please do not do that, find IT logical reasons why that is not a solution.

In the NPC IT camp especially applies: Only look and experience, do not take anything or break anything. If you think that an item should be taken for plot reasons, get a yellow bag for this item and ask for it. The game line must be brought to the item, not the item to the game line.

If fallen NPCs have Loot, they will offer it to you, you do not need to ask them for it.

Make NPCs look believable in their roles and support them in their portrayal by showing/playing fear, respect, awe or whatever the role in front of you needs. Only then can the

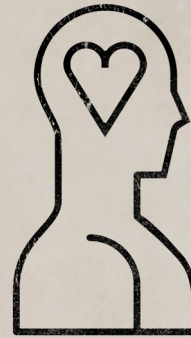
nice person in front of you be more than someone in costume and become a crucial part of the fantastic story that we all create and experience together!





### **Paramedics and Outroom**

**Paramedics** are on hand to help you in the rare event of a physical injury. They are trained medical professionals. Minor medical concerns can also be addressed here, such as wasp stings, scratches, or similar.



### **The Outroom**

... is a place where there is clearly no roleplay. All psychosocial issues and burdens can be taken care of here. This can include, for example, an OT dispute in the playgroup, but also challenging play situations that you would like to debrief. Even if you suffer from mental health issues and encounter trigger points in the game, you will be advised there. Furthermore, it is a contact point for support in case of sexual harassment at large events. Other issues from the field that involve OT violent or OT unpleasant situations which are not specifically listed here, can also be addressed there. The psychologically trained staff there is subject to confidentiality.



# MYTHODEA

OT we distance ourselves from  
any form of sexism, racism,  
discrimination, violence or oppression.  
We want adults to play a complex game  
with each other and assume that everyone  
wants to abide by the rules. This includes  
respectful and good cooperation outside  
the game. Anyone who violates these  
principles or the law  
will be removed from the event.

For further questions,  
please feel free to contact us:  
[REGIE@MYTHODEA.DE](mailto:REGIE@MYTHODEA.DE)





## CHARACTER - BIOGRAPHY

*These questions can help make for beautiful and exciting Rollercoaster Play to Struggle play. Feel free to include weaknesses and strengths, as well as points of connection for your fellow players!*

*Have fun creating your characters and remember to be “brave enough to fail”!*

Name?

(name and nickname)

Species?

(e.g. human, elf, orc, ...)

Profession/occupation with level

(e.g.: beginner, apprentice, old hand, mastery, or similar, ...)

Social status?

(e.g.: gutter, lower class, middle class, upper class, nobility, ...)

Attitude towards life?

(e.g. optimistic, pessimistic, realistic, ...)

Are you religious?

(e.g. religion, ancestor worship, nature spirits, superstition, ...)

5 adjectives about your character?

(e.g. fearful, suspicious, brave, ...)

Why are you on the road?

(e.g. looking for work, artifact, family feud, escape, ...)

How was your life so far?

(e.g. parents? siblings? happy? loving? difficult? bad?...)

To whom/what is your loyalty/love/kindness?

(e.g. country, king, friends, family, a certain person...)





To whom/what do you hate/distrust?

(e.g. the Forsaken, the authorities, the rabble, ...)

A drastic experience from your career?

(When your brother pushed you off a cliff, when you almost got run over by a car,  
the fire in the barn, when your sister got the new dress and you didn't,...)

What does everybody know about you?

(e.g. that I am a thief, - am righteous, - am fearful, - love money,...)

What is a (dark) secret or spicy detail about you that nobody knows?

(e.g. I accidentally killed someone, I was adopted, I lost something important...).

What are you afraid of?

(e.g. spiders, magic, starving, your brother?..)

What are you particularly good at?

(e.g. fighting, lying, giving speeches, healing...)

What is your goal in the near future?

(e.g. the ghost rock, sailing home, finding my brother...)

What is your goal in life?

(e.g. become a knight, get rich, join the Order of the Hawk,...)

What can another character help you with?

(e.g. solve your problem, find the artifact, meet the love of your life, take revenge on your enemy,...)



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