

THE MAYOR

The Village

Character Name

Description

You are the mayor of the village and head of a family that originally founded the settlement. You may listen to what other elders of the village may have to say but in the end, you have the blessing of the village's faith and thus you are granted the position to decide what is best for the community.

Personality and Goals

Conservative, old fashioned, a little arrogant. Likes to keep things as they are.

Relationship Spark

Pick one of the other elders: Your niece or nephew is married to this character (decide if you like this or not to define the relationship).

THE PRIEST

The Village

Character Name

Description

You are the priest of the village and an outspoken defender of the community's isolation. The outside world is ruled by infidels and a dangerous place. Your ancestors knew why they moved to this remote location.

Personality and Goals

Stern and unforgiving, you teach your faith and the merits of staying in the village.

Relationship Spark

On the one hand, you know the Farmer to be a pillar of the community, liked by many and producing most of the crops. On the other hand, you believe them to be a dangerous anarchist with no regard for tradition.

THE FARMER

The Village

Character Name

Description

You own one of the biggest farmlands of the village. Your family joined the village after it was founded so you have always found yourself in a position of semi-outsider, of an upstart, even though your farm produces most of the crops for the community.

Personality and Goals

Hard-working, you seek to become the next mayor because you think the old one is holding the village back. You have heard of new farming technologies outside the village and are curious to learn more.

Relationship Spark

You do not agree with the Priest on many things, you find their religious zeal disconcerting and cannot help but speak your mind at times. Still, you will need their support to become mayor one day.

THE SMITH

The Village

Character Name

Description

You also work the land like everyone else but have inherited your family's expertise in metalworking, thus, creating tools and shoeing horses. Most other villagers rely on your work and thus treat you with great respect.

Personality and Goals

You like to help others but tend to hold grudges if people do not appreciate you as much as you think they should. Through meticulous planning and strategising you have built a network of favours granted, and thus seek to preserve the status quo.

Relationship Spark

The Potter owes you a large favour -- you made tools for them, for example, and you are still waiting for them to deliver pots in payment. If the Potter is not present, it is the Weaver who owes you.

THE POTTER

The Village

Character Name

Description

You also work the land like everyone else but you have an almost artistic expertise in pottery, creating many if not most containers of the village. You see great potential in selling your wares on markets instead of exchanging them for food or other services.

Personality and Goals

You know from the rare contact with travellers or merchants that your wares would sell well outside the village but the impossibility of doing so has made you grow bitter and short-tempered.

Relationship Spark

You owe the Smith a large favour -- for example, for tools they made for you -- and you still have not payed them back with wares of your making. If the Smith is not present, the Watchman for some reason pays too much attention to you, if you were asked.

THE WATCHMAN

The Village

Character Name

Description

You and your family do farm the land but mostly for the bare minimum because taking over the village defence has gained you access to the whole village's shared resources. You live off the good will of the other villagers in exchange for you keeping order and security.

Personality and Goals

Inheriting the role of the village defender and realising that there is actually not much to do, you seek to live the best life with the least work and always follow your guts in this regard.

Relationship Spark

You cannot explain it but you are suspicious of the Weaver hiding something, if they are present; if not, your attention is on the Potter.

THE WEAVER

The Village

Character Name

Description

You also work the land like everyone else but do not grow much food or keep animals. You produce flax to weave clothes from its fibers and also hunt for felt if the time permits. Most people take you and your work for granted, demanding more than they pay back.

Personality and Goals

Somehow you ended up with the shortest straw, relying too much on other people's food by specialising on clothes. You would run but are too frightened of what might happen to you if you just left and were caught.

Relationship Spark

You believe the Watchman is on to you and your desire to leave, if they are present; if not, you owe the Smith a favour for tools they made.

A VILLAGER (1)

The Village

Character Name

Description

You are a villager who found the first signs of the threat and later wants to push the elders in a certain direction.

NPC Task

Directly after Scene 1-2 begins, rush towards the elders and exclaim:

“Elders, a terrible disease has stricken our village!”

Try to convince at least two elders to follow you to the dead animals.

You may use the map to show the elders where the animals are.

In Scene 1-6, take the opposite position of Villager (2). One will ask the elders to stay in the village and face the threat (maybe get help from outside), while the other implores them to leave immediately and flee.

After about 5 minutes, both of you should push the elders and the Mayor to a decision.

A VILLAGER (2)

The Village

Character Name

Description

You are another villager who seeks to push the elders in a certain direction.

NPC Task

In Scene 1-6, take the opposite position of Villager (1). One will ask the elders to stay in the village and face the threat (maybe get help from outside), while the other implores them to leave immediately and flee.

After about 5 minutes, both of you should push the elders and the Mayor to a decision.

THE CHAIRPERSON

The Shelter

Character Name

Description

You are the elected head of the council, not so much a ruler than a steward, guiding the path of the people in the shelter.

Personality and Goals

You are a charming smooth-talker who loves to inspire optimism but does not care so much about actual policies. You seek general equilibrium, harmony, and admiration by others.

Relationship Spark

Pick one member of the council: You were close friends once (if age permits, you may have grown up together) but have drifted apart -- until you both found yourselves on the council.

THE SURVIVOR

The Shelter

Character Name

Description

You are the oldest member of the council and still remember -- if dimly -- a time before the shelter, a time of hunger, fear, and desperation. For you, the shelter is the source of everything that is good and you will protect it as best as you can.

Personality and Goals

You are solemn and a bit taciturn, already beyond the prime of your time. Only when it comes to the past or criticism of the shelter society, you will defend the latter loud and clearly. You seek to protect the shelter as much as it protected you.

Relationship Spark

You are in a mild form of love-hate relationship with the Doctor, relying on medical expertise due to your old age but also opposing the quest for knowledge beyond the shelter.

THE DOCTOR

The Shelter

Character Name

Description

You do not like politics but as the leading medical practitioner were elected to serve on the council. You have a keen curiosity, however, when it comes to the question if the world outside the shelter maybe habitable again.

Personality and Goals

You are proud of your scientific rationality and love to spend hours upon hours solving medical and biological issues. You would like nothing more than study the effects of the catastrophe on wildlife and humans alike.

Relationship Spark

You are in a mild form of love-hate relationship with the Survivor, seeking out knowledge about the past but also questioning the confinement of the shelter.

THE YOUNGSTER

The Shelter

Character Name

Description

You were born in the shelter but found it always too constraining, too limited. Once you became an adult through some (unlucky?) fortune you were elected council member -- too much responsibility many believe.

Personality and Goals

Opportunistic but also caring a lot about what others think of you, especially your elders, you have long been pushing for an extension of the shelter, more room, if not an exploration of the outside world.

Relationship Spark

You see the Commissioner for the scheming plotter they are, hating and admiring their information resources. If they are not present, you like to doubt the Bursar and their boring statistics.

THE COMMISSIONER

The Shelter

Character Name

Description

You are the head of the defence forces of the shelter, in part military, in part police, in part secret service. You know more or less any- and everything that is going on and act more like an advisor to the chairman than like an actual council member.

Personality and Goals

You are confident and resourceful. You like to stay in the background and “advise” the other council members, always casting your comments in the form of informed facts not as an opinion. You see yourself as the most powerful and would like to keep it that way.

Relationship Spark

You perceive the Youngster as a minor threat as they are not yet accustomed to how you “run” things. You like to remind them of how much they still have to learn. If they are not present, you seek to undermine the Architect’s quest for a more egalitarian society.

THE BURSAR

The Shelter

Character Name

Description

You have control over a specific resource of the shelter, be it food or water, so supervising the limited forms of agriculture possible, for example, or owning a facility to clean water. Holding a vital position such as yours, you managed to also gain enough support to be elected council member.

Personality and Goals

By luck and intuition, you have carved yourself a spot of power out of the ground of the shelter -- and you want to keep it. You seek to appear charitable and helping but you also do not want to relinquish the control you have. Comfortable where you are, you dislike change.

Relationship Spark

As you believe in the proverb that everyone forges their own destiny, you dislike the “socialist attitude” (you have heard that somewhere) of the Architect who seeks to uplift the common workers too much. If the Architect is not present, you like to question that the Youngster is mature enough to be on the council.

THE ARCHITECT

The Shelter

Character Name

Description

You have the knowledge and expertise to keep the physical infrastructure of the shelter intact. Recently, this means not only to keep paths secure and air conditioning working but mostly has turned into constant worries about waste disposal. You often speak out for those hard working in the tunnels and caves, which gained you a seat on the council.

Personality and Goals

You see the plight of the common man -- and you see the limited availability of space for waste disposal. Fearing for the future, you seek to cautiously widen the shelter, explore its outskirts and find a way to reduce the danger that at some point the shelter will be stuffed with garbage.

Relationship Spark

You see the Bursar as the symbol of what is wrong in society: Sitting on their resources instead of sharing them. If the Bursar is not present, you believe the Commissioner to secretly undermining your efforts by infiltrating the common workers and pushing them to act irresponsibly.

THE THIEF

The Shelter

Character Name

Description

You have stolen food and stashed it away but were found.

NPC Task

First, try to deny that you stole the food:

“They are exaggerating! I just did not eat all my rations.”

When the council does not believe you, point out that the food will not be enough in the near future, try to deflect from your crime by pointing to the larger issue of the shelter.

“Calculations by the bursar clearly show that in a few years food will not be enough for all of us. I just took precautions!”

THE VENDOR

The Shelter

Character Name

Description

You are a vendor selling vegetables or other produce.

NPC Task

Interact a little with the council and offer them your produce.

THE ACCUSED PARENT

The Shelter

Character Name

Description

Despite already having a child, you disregarded community law and became pregnant again or fathered a second child.

NPC Task

You seek to convince the council of the error to limit the number of children to just one. You are pleading not only for the life of your unborn child but your own because what you did is punishable by death.

“I have not done anything wrong. This is a child who will be born out of love. Does the council criminalise love?”

THE OFFICER

The Shelter

Character Name

Description

You are the one delivering the criminals to the council's attention.

NPC Task

Deliver the thief and later the accused parent to the council and take them away afterwards.

Scene 2-1: "Esteemed council, during a routine maintenance, workers just discovered a huge amount of food hidden away under this thief's room flooring. S/he says s/he just saved from her rations but there is just too much. What shall be done with him/her?"

Scene 2-4: "Somehow people learned of the thief's case and now rumours abound that we are soon out of food. I will return to the force and try to keep things calm. But I ask you to address this problem."

THE OFFICER

The Shelter

NPC Task (Cont.)

Scene 2-5: “Esteemed council, during our search for more people hiding food, we encountered this inhabitant. S/he already has a child but is having another one. What shall be done with her/him?”

Scene 2-6: Enter after about five minutes and ask the council for a decision because the people outside are becoming more and more restless. If the council has questions, make up appropriate answers.

Note

If there are only two NPC players present, they can switch roles, e.g. Player A is the Officer and Player B the Thief in the first scene, Player A is the Accused Parent and Player B is the Officer in the fifth scene.

PSYCHE

The Room

Description

You are the decision-making faculty of the self. In the end, it will be your decision to leave or stay.

Personality and Goals

You have created for yourself the perfect place to be and thus are reluctant to leave. There is nothing familiar outside your room.

MEMORY

The Room

Description

You are the memory faculty of the self, indulging in the past.

Personality and Goals

You are defined by your past and see everything in its light. You dimly remember unpleasantness outside the room, so you are extremely hesitant to leave.

CURIOSITY

The Room

Description

You are the curious part of the self, seeking new experiences and information.

Personality and Goals

You just care about new input, new experiences, new knowledge. You want to go where you have not been before.

REASON

The Room

Description

You are the intellectual capacity of the self, seeking facts and premises and establishing conclusions and judgments based on these facts.

Personality and Goals

You judge only based on facts, you are as dry as bone and without imagination. You have no facts about the world outside the room.

INTUITION

The Room

Description

You are the self's gut feeling, recognising and realising "truth" without any reasoning process.

Personality and Goals

You are spontaneous, act in the spur of the moment. If you feel something to be right, you do it, even if it might go against rational judgment.

APPREHENSION

The Room

Description

You are the self's cautious, if not fearful aspect, perceiving possible dangers and seeking to avoid them.

Personality and Goals

You might not be in constant fear but tend to be a little paranoid. The unknown is a place you do not want to be because you cannot induce its dangers.

HOPE

The Room

Description

You are the courageous and optimistic aspects of the self, seeing only what is good and not minding risks.

Personality and Goals

You are full of hope, that everything will turn out well for you. If this means stepping over an unknown threshold, so be it.

THE PARENT

The Room

Character Name

Description

You are either the mother or the father of the person in the room.

NPC Task

Deliver food and leave after a short exchange (do not enter the room):

“I put the tray with your dinner right outside the door, pick it up while it is still warm, okay? Oh, and your Amazon package has arrived, I will bring it up later when I come to collect the tray.”

CHAT BUDDIES

The Room

Description

You are one of the friends or contacts the person chats with.

NPC Task

As either “MrMister” or “Joey76” you interact with the person via the chat program “Super Chat.” Reply to their inquiries or ask questions yourself. During the scene with slow internet speeds, suggest to restart the router.

THE SOCIAL WORKER

The Room

Character Name

Description

You are a social worker who has been coming and going.

NPC Task

After a brief exchange you suddenly leave.

“Hey. It’s me. I just wanted to check if you are ok.”

Any questions concerning the parents should be deflected. Uncharacteristically, vehemently refuse to enter the room. After a while become agitated and leave.