

# New Atlantis International Run

## The Toolbox

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### What's a Toolbox?

In order to create your character for *New Atlantis* a Toolbox has been devised to help you shaping your alter ego step by step. Once you have selected all the options you like, what you'll have in your hands is a coherent structure of your character completed of all its most important features.

#### **How does the Toolbox work?**

Every choice you make will have consequences that define in detail who you are and what you do. Read carefully all the options so when the day to make your choice comes you'll be ready to pick the ones that excite you the most.

### Overview of the Toolbox

The Toolbox comprises the following elements:

1. Archetypes
2. Personalities
3. Inclinations
4. Details
5. Radio Interviews and Forum
6. The Survivor's Journal

(Numbers 5 and 6 will take place during the Pervasive Pre-Game session which starts on April, 5th).

## 1. Archetypes

The **Archetype** is the basis of your character; it represents your essence, your deepest nature and temperament. There are four Archetypes: each provides a specific direction of play and helps you develop your own tone and approach to the game.

In addition to providing a brief description of your nature and your ways of approaching the world, each Archetype sets your **Drive**, your **Tasks**, your **Survival Mark** and your **Related Personalities** (see below).

## 2. Personalities

**Personalities** express special undertones of each Archetype and define more clearly your nature and attitude. You may pick a specific Personality only if connected to the Archetype you have chosen.

Each Personality provides **Tasks**, a **Doubt** and an **Opposition** (see below). Personality Tasks add up to the ones provided by the Archetype so that players will start the game with four tasks each.

## 3. Inclinations

**Inclinations** represent specific problems, needs and ambitions your character will experience in the near future. Inclinations are both natural predispositions and reactions to past experiences, close relationships, friendships, and occupations. You may choose only one Inclination that is connected to your Archetype. According to the one you choose, you will have to answer to two **Issues** (see below).

## 4. Details

If Archetypes, Personalities and Inclinations are the bone structure of your character, Details are the flesh. You will receive a Toolbox questionnaire that will help you piece things together and define all the details of your character: name, last name, occupation, family, relationships and more. This way your alter ego will be complete and multifarious.

## 5. Radio Interviews and Forum

During the Pervasive Pre-Game session (starting on April, 5th), your character already in-role will interact with other players\* on an online platform through a **live chat**, a **forum** and **radio interviews**. Such features will help you shape and interpret your character in depth.

Let's see how they will work:

**Radio interviews** will actually be audio-journals players will be asked to record and send in order to be broadcasted online at specific times during the day. Here your character will tell his or her story of survival and will share news about his or her current situation. **Forums** and **chats** will be available 24/7 and will basically be very useful to get in touch with other characters: this way you will be able to get to know them and exchange vital info that will turn out handy during the larp.

\* [Please note that since the Pervasive Pre-Game session is open to anyone, you will probably meet and play with people who won't be playing the actual larp next!]

## 6. The Survivor's Journal

The **Survivor's Journal** is your witness, your most trustworthy companion in the dark days after the end. It may be a simple notebook or a few scattered papers picked up in the streets on which your character is asked to write down his or her recollections. Through the eyes of your character, you will record how you survived for three months after the end of the world right up to the beginning of the actual live game.

Players will be asked to write down the journal in the last days of the Pervasive Pre-Game session. When the time comes, you will receive detailed info and instructions.

# Inside the Toolbox

## Drives

**Drives** are essential impulses or inner urges related to the Archetype, which animate and prompt your every activities and thoughts. Bear in mind that you can't ever back out of your Drive, you must always follow it during the game. Drives' descriptions are indicated quite generically so to guarantee more freedom of interpretation to characters.

## Tasks

**Tasks** indicate assignments that everyone has to carry out during the day; they must be performed and repeated whenever possible. Generally speaking, they represent indications of possible actions and interactions if and when you are unsure of how to proceed in the game. Since they should serve as example, don't restrict yourself to just these activities but rather use them as inspiration and incentive to better understand who you are and what you do. Feel free to bring your character's tasks into action the moment you deem right.

## The Survivor's Mark

**The Survivor's Mark** is a painful secret, a memory or a scar you carry inside yourself. It's connected to something that happened when you were trying to survive the global disaster (i.e. during the Pervasive Pre-Game and before starting the actual larp game) and that left a lasting mark on you like a trauma.

Choose the most interesting and challenging Mark among those suggested, take your time to think about it and to develop your story. When the time comes, you will write all down in your **Survivor's Journal**.

## Doubts

A **Doubt** is a pressing existential dilemma which haunts your character; you must try to find a solution to the problem through actions and interactions in the community during the game.

## Oppositions

**Oppositions** indicate the types of person you are at war with as regards your **Issues** (see below). Express yourself with people you disagree with, act out your differences, find a way to open up a debate, a confrontation, even a quarrel. After all it's never easy to live shoulder to shoulder with some people...

## Issues

An **Issue** is food for thought, a matter to ponder carefully and that gives your character depth and intensity. Issues are presented in the form of questions because they demand a reply which you'll need to think about. You can't answer NO to a question but you always must discuss by saying "YES AND..." or "YES, BECAUSE..."

Examine the Inclinations you chose, try to find the reason why people always behave in a certain way, use the Issues to analyse your character's mental process. Why did you become who you are? Your answer will have to be included in your **Survivor's Journal**.

# How to use the Toolbox

## Be creative

Use your imagination! If, for example, an Issue asks you “Will you confess your secret to someone?”, it will be up to you to make up the secret (of course consistent and related to your character) and to choose the people to confide it to during the game. Although the Toolbox is an essential element able to help you outline the basic structure of your character, it’s just a starting point. It can’t replace your inventiveness and imagination. So arm yourself with creativity and try to fill in all the blank spaces as best as you can by following the instructions of the Toolbox.

## Don’t be too rigid

The Toolbox options you select will affect profoundly the game and your experience at *New Atlantis*, so choose carefully your moves each step of the way. The options you select will have great influence on your character too, so respect and perform them as coherently as possible. Complete your daily Tasks, meditate on your Doubt, enact your Opposition and Mark, follow your Drive. Every time you can.

But don’t be rigid, during the game things may always change. Do you feel like your character has overcome its Opposition? Very good indeed, go ahead. Did you resolve one of your Issues? Great, well played. Don’t restrain your characters in a cage of duties and obligations but always let your interpretation flow even if you feel like you’re going a bit astray.

## Any doubts?

Should you have any doubts, please write to: [info@chaosleague.org](mailto:info@chaosleague.org)

# Archetypes

## **Analytical**

*Rational, unbiased, pragmatic.*

This archetype embraces rationality and impartiality, stands out in intellectual debates, and in scientific and technological fields. Analytical individuals are fiercely independent, open-minded, strong-willed and imaginative; their approach to things is always utilitarian. They are far more interested in what works than in what satisfies everybody. Generally speaking, they are quite socially awkward.

### **Drive**

Understand what surrounds you, organise it and enhance it.

### **Task**

Talk to people and meditate with them on important matters. Teach or learn something.

### **Survivor's Mark (choose one)**

You took part in a project you cared a lot but your expectations were disappointed.

You stood by watching while someone was being hurt.

Your courage failed you in a crucial moment for you and your dear ones.

You had to pay a very high price to complete your project.

### **Related personalities:**

Fighter

Seeker

Maker

Sage

Idealist

## **Empathic**

*Diplomatic, influential, cooperative.*

Empathic individuals focus on comprehension and cooperation, shining in diplomacy and counselling. People belonging to this archetype group are cooperative and imaginative, often playing the role of harmonizers in their workplace or social circles. These traits make empathic individuals warm, conciliatory and influential.

### **Drive**

Create meaning through connection & commitment.

### **Task**

Talk to people, win over their hearts.

### **Survivor's Mark (choose one)**

You put your trust in the wrong person.

You refused to help a friend.

You hurt someone to protect somebody you loved.

You underestimated something which had serious consequences in your life or in that of other people.

You hurt someone without intending to do so.

### **Similar personalities:**

Companion

Father / Mother

Dreamer

Angel

Jester

## **Responsible**

*Accurate, helpful, law-abiding.*

Responsible individuals are cooperative and highly practical; they embrace and create order, security, and stability wherever they go. People belonging this archetype tend to be hard-working, accurate and traditional, and excel in logistical or administrative fields, especially those that rely on clear hierarchies and rules. These personality types stick to their plans and do not shy away from difficult tasks.

### **Drive**

Be faithful and trustworthy. Protect and help.

### **Task**

Lend a hand in any situation

### **Survivor's Mark (choose one)**

You behaved selfishly and someone paid the price.

Your arrogance caused great suffering to someone.

You failed to protect someone you loved.

You failed to be true to your principles just to save yourself.

You ran away from your responsibilities.

### **Similar personalities:**

Companion

Angel

Fighter

Sage

Father / Mother



## **Creative**

*Spontaneous, resourceful, inquisitive*

Creative individuals are the most spontaneous of all and they also share the ability to connect with their surroundings in a way that is beyond reach of other types. They are utilitarian and intuitive, shining in situations that require quick reaction and ability to think on one's feet. They are masters of tools and techniques, and use them in many different ways – ranging from mastering physical tools to convincing other people. Unsurprisingly, these personality types are irreplaceable in crises and crafts.

### **Drive**

Look for new and alternative ways, open new possibilities of action.

### **Task**

Discover and explore a place, a discipline or even a person.

### **Survivor's Mark (choose one)**

Someone paid because of your inquiry.

You put aside something of importance to chase something or someone.

You pushed too far beyond in your search for happiness

You got angry with something that didn't do anything to deserve your hatred.

### **Similar personalities:**

Dreamer

Seeker

Maker

Jester

Idealist

# Personalities

## **Companion**

*When we stand together, we always win*

### **Task**

Get to know the others and make a couple of good friends

Believe in a common project

Give your word and stand by it at all costs

### **Doubt:**

Is the common project more important than the people who fight to achieve it?

### **Opposition:**

Elitarians

## **Dreamer**

*If you can dream it, you can make it come true*

### **Tasks:**

Be an inspiration

Share your dream

Think ahead and create a vision for the future

### **Doubt:**

Are ideas more important than the lives of your people?

### **Opposition:**

Naysayers and pessimists

## **Angel**

*Angels are people who put the care of others before the care of themselves*

### **Tasks:**

Develop intimacy with a group of people and be always there for them

If somebody is in need, burden yourself with their problems

Make your decisions with your heart, not with your mind

### **Doubt:**

Do villains deserve to be helped?

### **Opposition:**

People who live only for themselves

**Fighter**

*A fighter is someone who always gives his or her best*

**Tasks:**

Carry out orders with discipline and care  
Make yourself available for the greater good  
Always stand up for your people

**Doubt:**

Is vengeance more important than human lives?

**Opposition:**

People who are fearful of taking a stand

**Seeker**

*It's not the mountain we conquer, but ourselves.*

**Tasks:**

Push forward when exploring a place, learning a discipline or knowing a person  
Write down your discoveries on a notebook  
Think ahead and prepare for the future  
Always look for new challenges

**Doubt:**

Are some lives more important than others?

**Opposition:**

Melancholics and people always looking at the past

**Maker**

*Where the spirit does not work with the hand, there is no art.*

**Tasks:**

Build something with your own hands, heart and mind  
Observe what is around you, find places and objects that need repair and try to ameliorate them  
If something doesn't work as it should, fix it

**Doubt:**

What's more important, your own life or your legacy?

**Opposition:**

Destroyers

**Father / Mother**

*The true parent is he or she who paves the way, not the one who holds back*

**Tasks:**

Suggest some rules to make the community work better

Keep the community together at all costs

Make sure everyone contributes to the common good of the community

**Doubt:**

Are you ready to pay whatever price to protect your family?

**Opposition:**

Those who put individualistic needs above the community

**Sage**

*Education is what remains after one has forgotten what one has learned in school*

**Tasks:**

Talk with people and meditate with them on important matters

Share your knowledge with other people, find the time to teach them something

Tell a story or a myth of your culture

**Doubt:**

Is the truth more important than your own life?

**Opposition:**

The narrow-minded

**Jester**

*Reason knows a lot but madness knows more*

**Tasks:**

Pull a prank or do something special that relieves the tension

Surprise and impress someone with a special gift or action

Make the day special for the others

**Doubt:**

Is your own happiness more important than the happiness of others?

**Opposition:**

People who take life too seriously

**Idealist**

*Not always can rebels change the world but never will the world change rebels*

**Tasks:**

Face problems and adversaries head-on

Talk to people, and suggest a different way of doing things

Find a way to defeat your enemy

**Doubt:**

Are you sure that in the world you're planning to build there's enough room for everybody?

**Opposition:**

People unwilling to change

# Inclinations

Inclinations represent a person's particular disposition of mind and character mingled with their current needs, desires, and ambitions. Not only are inclinations primarily natural predispositions to a particular aspect, state, or action, but they may also be shaped by past experiences, close relationships, friendships, and occupations.

## **Contemplative**

1. Will you be willing to be alone for a few minutes a day?
2. Will you trust someone with your secrets?

Goes along better with these Archetypes: Analytic, Empathic

## **Weird**

3. Do you ever feel like people don't understand you?
4. Will you act strangely to take a moment for yourself?

Goes along better with these Archetypes: Analytics, Creative

## **Repentant**

5. When you were younger, were you responsible of a crime nobody found out about?
6. Will you try to look for redemption?

Goes along better with these Archetypes: Empathic, Responsible

## **Honest**

7. Will you share your secrets with someone?
8. Will you do all that you can to make the community work?

Goes along better with these Archetypes: Empathic, Responsible

## **Egotist**

9. Do you think you're better than most?
10. Will you date someone?

Goes along better with these Archetypes: Creative, Analytics

## **Uncompromising**

11. Are you strict with yourself and with others?
12. Would you like someone to pay for all the bad things that happened in your life?

Goes along better with these Archetypes: Analytics, Creative

**Narcissist**

- 13. Do you often feel lonely?
- 14. Do you always need to be the centre of attention?

Goes along better with these Archetypes: Empathic, Creative

**Self-confident**

- 15. Do you think you're always right?
- 16. Will you do all you can to seduce someone?

Goes along better with these Archetypes: Analytics, Creative

**Dependent**

- 17. Are you oversensitive?
- 18. Are you willing to do everything for a drop of good ol' alcohol?

Goes along better with these Archetypes: Empathic, Responsible

**Coarse**

- 19. Are you lewd and gross?
- 20. Are you so straightforward that you always speak your mind?

Goes along better with these Archetypes: Responsible, Creative

**Samaritan**

- 21. Will you protect the weak whatever the cost?
- 22. Will you give up something to help the needy?

Goes along better with these Archetypes: Empathic, Responsible

**Rebel**

- 23. Do you despise hierarchies?
- 24. Do you think one shouldn't be happy with what they have?

Goes along better with these Archetypes: Analytics, Creative

**Hurt**

- 25. Is there a reason why you could be harmful?
- 26. Will you fall in love with someone who was kind to you?

Goes along better with these Archetypes: Empathic, Responsible

**Two-faced**

- 27. Do you often feel you're better than most?
- 28. Do you hide an unspeakable vice?

Goes along better with these Archetypes: Analytics, Creative

**Believer**

29. Is your faith in God unshakable?

30. Will you spread the word of God wherever you go?

Goes along better with these Archetypes: Empathic, Responsible

### **Lost sheep**

31. Is your faith in God wavering?

32. Will you look for God in everything and everyone?

Goes along better with these Archetypes: Empathic, Responsible Creative

### **Vindictive**

33. Does somebody have to pay for what happened to your world?

34. How high will the price be?

Goes along better with these Archetypes: Analytics, Creative

### **Guide**

35. Do you think people should change their mindset first of all?

36. Will you lecture people on how important is a clean conscience?

Goes along better with these Archetypes: Empathic, Responsible

### **Radical**

37. Will you break the rules you deem unfair?

38. Will you try to obtrude your worldview upon others?

Goes along better with these Archetypes: Analytics, Creative

### **Greedy**

39. Will you want to own more than who's around you?

40. Will you try to save something just in case things go bad?

Goes along better with these Archetypes: Analytics, Creative

### **Man of action**

41. Are you a man of action?

42. Will you try to achieve more with actions than with words?

Goes along better with these Archetypes: Responsible, Creative

### **Contrary**

43. Will you always find the weak spot of a proposal?

44. Will you always try to take the side of the minority?

Goes along better with these Archetypes: Analytics, Creative

### **Liar**

45. Is your first answer always a lie?

46. Will you keep aside in case of danger?

Goes along better with these Archetypes: Analytics, Empathic

### **Coward**

47. Will you try to avoid others fall prey to violence?

48. Will you run away in front of danger?

Goes along better with these Archetypes: Analytics, Empathic

### **Knight**

49. Did you take an oath to respect and protect the weak?

50. Will you abide by your code of honour?

Goes along better with these Archetypes: Responsible, Creative

### **Brave**

51. Won't you back off in front of dangers?

52. Will you be among the first to go into action?

Goes along better with these Archetypes: Responsible, Creative

### **Curious**

53. Would you like to know what really happened?

54. Will you get into trouble to satisfy your curiosity?

Goes along better with these Archetypes: Analytics, Creative

### **Pacifist**

55. Will you try to avoid bloodshed at all costs?

56. Will you try to find alternatives to violence?

Goes along better with these Archetypes: Empathic, Responsible

### **Generous**

57. Will you be able to resist with less?

58. Will you be willing to give your share to who's in need?

Goes along better with these Archetypes: Empathic, Responsible

### **Addicted**

59. Does drinking help you ease the pain?

60. Will you suffer if you don't find someone to trust?

Goes along better with these Archetypes: Responsible, Creative

### **Angry**

61. Do you usually raise your voice to make yourself be heard?

62. Do you get angry easily and then make peace just as easily?

Goes along better with these Archetypes: Empathic, Responsible

### **Law-abiding**

63. Do you go all out when you commit to something?

64. Would you rather risk everything you have than fail?

Goes along better with these Archetypes: Analytics, Responsible

### **Pleasure-seeker**

65. Would you like to treat yourself with a little luxury?



66. Would you be willing to steal something?

Goes along better with these Archetypes: Empathic, Creative

### **Frightful**

67. Do you feel you can't express yourself?

68. Will you threaten people you don't go along with?

Goes along better with these Archetypes: Analytics, Responsible

### **Hateful**

69. Do you hate with a passion who's caused the end of the world?

70. Is your aim to find the culprit?

Goes along better with these Archetypes: Analytics, Empathic

### **Honest**

71. Are you frank and honest?

72. Do you usually speak your mind?

Goes along better with these Archetypes: Empathic, Responsible

### **Proud**

73. If someone doubts you, will you get back at them?

74. If you fail, will you try to hide it?

Goes along better with these Archetypes: Analytics, Creative

### **Coward**

75. Will you run away in front of danger?

76. Will you step back and let others deal with it?

Goes along better with these Archetypes: Analytics, Empathic

### **Leader**

77. Do you usually obtrude your worldview upon others?

78. Will you impose your opinions on others to win an argument?

Goes along better with these Archetypes: Analytics, Empathic

### **Protective**

79. Do you always make sure people are safe?

80. Do you look after the weak in particular?

Goes along better with these Archetypes: Responsible, Empathic

### **Person of honour**

81. Do you believe the guilty should always pay?

82. If you make a mistake, will you usually confess it?

Goes along better with these Archetypes: Responsible, Analytics

### **Free spirit**

83. Does somebody deserve to die?

84. Is individual freedom the most important thing of all?

Goes along better with these Archetypes: Empathic, Creative

### **Traumatised**

85. Do you talk to yourself?

86. Will you share your past with somebody else?

Goes along better with these Archetypes: Analytics, Empathic, Responsible

### **Hard worker**

87. Are you always looking for something to do?

88. Would you like to learn new crafts?

Goes along better with these Archetypes: Analytics, Creative

### **Shy**

89. Will you fall in love with somebody?

90. Will you let the person know without declaring yourself?

Goes along better with these Archetypes: Empathic, Responsible

### **Melancholic**

91. Are you obsessed with the past?

92. Will you tell people how perfect your life used to be?

Goes along better with these Archetypes: Responsible, Empathic