

A Confluence of Rivers

This is describing a parlor larp in the universe of Doctor Who. It is set in the Tardis (the Doctor's time ship) in the midst of a cataclysmic event where a dozen different timelines have converged. The rest of the universe is gone, and the only people who remain are twelve version of the same person - River Song. Each of them comes from a different universe, with a different life history and a different outlook.

It is a larp about the very different ways that one person's life can go, told in the heightened reality of science fiction. At the end of the larp, the universe will be restarted and there will be only one reality. The players will collectively get to pick *which* reality that is.

The core action will be all different Rivers arguing with each other, and eventually trying to decide what sort of universe they will create. There can be different interactions to gain more information, and set limits on the choice - but the key will be the one designated chooser. The other characters have more power and information, but the chooser is who they must sway or overthrow.

Historical / Fictional Background (GM only)

Somehow the universe has collapsed -- leaving only these twelve Rivers as the remnants of different possible timelines. For Doctor Who fans, this is hinted as relating to the "Crack in the Wall", but that is not crucial to the action.

The Doctor is gone - merged into potential along with the rest of the universe. However, some piece of him might still be here in the Tardis to give guidance.

Character Overview

Character concepts being considered:

- Melody Pond: An ordinary woman raised by her ordinary parents Amy and Rory, who is living an ordinary life in London until now. (IDEA: She will have the power to choose what the universe will be like.)
 - Appearance: An ordinary young woman from London.
 - Power: "Fate of the Universe" (One-time use power that just ends the game and decides what kind of River to seed the new universe with)
- "Party River": She thinks that she hasn't done any good by jumping around in time, and instead wants to just have a good time. She has restricted herself to modern London,

and will be the one most closely connected to Melody Pond. They know people in common (different versions of the same people).

- Appearance: Modern party dress and a wild-eyed look
 - Power: danger sense - do something before whatever just happened
- "Domestic River": A River devoted to being wife to the Doctor and mother to the Doctor's Daughter. She will be the one most pushing for the Doctor to be in the new universe.
 - Appearance:
 - Power: trustworthy - once per five minutes can declare something true
- "Hippy River": Appears to be a frivolous psychedelic mystic, but actually has merged with the Tardis and has intimate, alien knowledge of time and space.
 - Appearance: headband
 - Power: Knowledge of time and space
- "Money River": Appears as an unethical career woman, but actually a Teselecta robot manned by tiny time police under the command of Captain Sydney Williams. They captured this River intending to punish her shortly before her death, taking on her appearance as cover - but they found out that what they thought was her death was actually this confluence.
 - Power: energy weapon to stun others and make forget
- "Charity River": A River who dedicated her life to good works, and saved a group of people from a Dalek nanogene attack, but she was infected herself. She managed to construct a wrist-device which halted the progress of the nanogenes, and she threw herself back into her with a new appreciation for the powers of love and kindness -- now that she knew what it was like to have them removed. In the middle of the game it will turn out that while the nanogenes can't influence her body, they have managed to escape and infect the TARDIS's inner systems instead.
 - Power: immunity to harm and manipulation
- "Noir River": A hard-boiled detective, alias Melody Malone, who reluctantly helps people via her detective work. She has looked into the eyes of a Weeping Angel, and now has one in her mind. She keeps it from moving by always seeing it. (Also an alcoholic, drinks to ease terror caused by the angel?)
 - Power: lie detection (automatic)
- "Punk River": An anarchist punk version of River who rebelled against both the Silence and the Doctor, plus everything else in the universe. She is the most anti-Doctor of the group, and thinks that he has caused the biggest problems in the universe. Lots of things kill and cause destruction, but only the Doctor's meddling threatens all of reality.
 - Power: ? confrontation - force out information ?
- "Superspy River": A combination of James Bond and Indiana Jones, most closely matching the River of the show.
 - Power: overhear conversations once per half hour
- "Evil River": A assassin raised by the Silence and loyal to them, dedicated to killing the Doctor. Has no inner reason to eliminate the Doctor, and can grow in other ways by interacting with others.
 - Power: Intimidation - once per half hour, learn someone's greatest fear

- "Nerdy River": A more scholarly doctor of archeology, dismissive of the Indiana Jones approach.
 - Power: four times per game, get a GM hint when working on a puzzle
- "Militant River": A River who has joined the 51st century church military, and become an officer fighting monsters.
 - Power: once per half hour, find what someone's power is and be immune to it

Where

Setup and Rules

The game will be set within the Tardis, which is now all of reality since reality has collapsed.

Game Phases

1. Find out what is going on - why are we here
 - a. information scattered between characters
2. Initial debate over whose timeline to choose
 - a.
3. Twist: danger to the Tardis from Daleks and/or Weeping Angels
4. Reveal: Find that 2-3 Rivers can be merged to create a combined timeline
5. Endgame: ?

Scenes are the formalization of the game phases.

1. Introductions
 - characters make initial contacts and
 - ends with reveal of Melody Pond's power
2. The Great Debate
 - characters discuss the repercussions of the universe
 - ends with malfunction of the Tardis
3. The Threat to Existence
 - find a danger to the Tardis from Daleks and/or Weeping Angels
 - ends with reveal that 2-3 Rivers can team up
4. Strength in Numbers
 -
 - ends with the emergence of the threat

5. Climax
 - ends with the threat being neutralized
6. Conclusion
 - ends with Melody's decision and game end

Locations in the Tardis

There are different locations within the Tardis, which represent different areas of game-play interest.

- Tardis Controls (Theme: Whovian fans - existential/intellectual)
 - interacting with reality - mediated by Hippy River
 - possibly some party-game like / logic-puzzle-like challenges in order to interact with the controls properly. These could include physical requirements, like "have one person on each side of the Tardis controls"
- The Swimming Pool (Theme: people / social)
 - Place for casual social play
 - Has snacks and drinks
 - Has envelopes that can be opened here that will have effects in the other rooms. See "Events".
- Breach in Tardis - in the Library (Theme: plot & puzzles - related to the Doctor, Chaos)
 - place for more serious fans and puzzle lovers
 - all the books are blank
 - pad of paper for exchanging messages with the Doctor. This is in-character a pad of paper with every other page already written on. See "Notes from the Doctor" for details.
 - a series of coded messages, the last of which is "EXTERMINATE". See "Dalek Messages" for details.

Note: Use Sonic Screwdrivers/Lipstick to interact with various TARDIS features in specific ways? Milo's Ideas: Screwdriver can fix one "pod" of the ARC at the cost of breaking itself for the rest of the game, so basically each player with a screwdriver can exchange it for a unique gadget.

General Background on River Song

For those not familiar, River Song has been a prominent guest star on Doctor Who - regularly showing up to meet him with her tagline of "Hello Sweetie" in 15 episodes and many side media. Their relationship is tangled from the start as they keep meeting each other at different points in each others' timelines. From his point of view, The Doctor first meets her just before her death. From her point of view, though, she is the child of the Doctor's companions Amy and Rory, but she was raised by a violent organization (called "The Silence") intent on killing the Doctor.

In the series, she breaks free of them and eventually begins a tumultuous relationship with the Doctor. Both of them regularly warn "spoilers" to the other, as they aren't supposed to know about their own future, which the other often knows about.

In this game, however, there are many different versions of River Song - with similarities, but each having lived a different life.

Events

("Bubbles") Describe to the others that a strange gas bubbles up from the bottom of the swimming pool. It soon dissipates, but those in the room at the time feel a sense of euphoria for about 10 minutes. In particular, they will feel a sense of unity with the other characters, and a sense that they are supposed to be one person.

("Countdown") A countdown timer appears on a control panel in the entrance room, set for one hour. There is no indication of what it is for.

("Door") The Tardis door opens on its own. You may inform those in the entrance room that this happens, and describe to them where it leads. It opens onto a hallway that eventually leads into the library.

("Bells") An eerie ringing sound starts in the halls, making it impossible to converse there. This continues unless told otherwise. Out-of-character, tell players in all rooms about this.

("Dust") A handful of sandy dust appears on the control panel in the entrance room, just below a non-functioning video monitor that is showing only static.

("In the Wall") In-character, you walk to turn a switch on the wall, and you see a tiny version of you in a jumpsuit - less than a centimeter high - hiding in circuits inside the Tardis wall. You only glimpse her for a brief moment before she disappears behind some wiring.

("Image") There is a video monitor showing only static on a panel in the entrance room. When one looks closely now, though, there is a tiny image of a grey figure standing perfectly still in the center as the static moves. It is so small that one can't distinguish any features.

("Scan") The doors of the entrance room all shut and lock on their own. Everyone inside feels pulses scan through them from the Tardis controls. The doors stay locked for five minutes. After this, the card included mysteriously appears in the library.

("Switch") One of the levers on a control panel in the entrance room feels wrong whenever anyone touches it. The sensation is like a feeling of unreasoning hatred for everything. After a minute, the control panel changes and the lever is withdrawn down into the controls.

Tardis Controls

At the start of the game, the Tardis will be complete non-functional. The doors won't open and all the controls are dead.

- No more than two characters can touch the topside controls.
- For any power operation, someone must monitor and switch off in case of overload. This should be someone focused, because any distraction or delay could be critical.
- To activate or change core power, someone must reach under the table. This needs kneeling or sitting.
- To operate external sensors, someone must be standing and check here.

To get the Tardis working may require some joint effort.

Door Controls (1): These should open the outside doors, but they are completely non-functional at present. There is no clear reason or way to open them. They may be jammed from the outside.

Door Controls (2): These open and close the outside doors, but the doors that should lead outside now open onto another Tardis tunnel that leads to the swimming pool.

Security Lockout: The system is keyed to The Doctor and River Song. If two characters attempt to touch any topside controls at the same time, it registers that there is an imposter and locks out all topside controls. The lockout lasts for one minutes, then a single authorized user can reactivate.

External Sensors (1): These should show what is outside the Tardis, but currently all the screens are blank. The source of the problem is not clear, but operating controls for two minutes can open envelope #2.

External Sensors (2): These should show what is outside the Tardis, but currently all the screens are blank. There is no fault with the sensors themselves, but they have a problem interpreting what they are seeing. Someone must operate these controls for three minutes to open envelope #3.

External Sensors (3): These should show what is outside the Tardis, but instead all the screens are showing the point of view of one of the characters, as if looking through their eyes. This will be the last character who modified the External Sensors.

Internal Diagnostics (1): These should show internal problems with Tardis systems. There is presently a huge buildup of time energy causing danger of overload of all systems. Some systems are not functioning, but the causes of the problems is not clear. Operate these controls for two minutes to open envelope #2.

Internal Diagnostics (2): The buildup of time energy is all around and inside the Tardis, as if from some catastrophic time event. Further, though, there is an

Navigation Controls (1): These should control where in time and space the Tardis can go, but they are not currently functioning. The cause of the problem is not clear. Operate these controls for two minutes to open envelope #2.

Navigation Controls (2): The navigation is now working, but it is in an unusual position. There are only ___ points in space/time that it can go to currently. Operating the controls can go to any of them with one minute.

Environmental Controls (1): These control air, temperature, and other necessities of life. They are currently functioning normally.





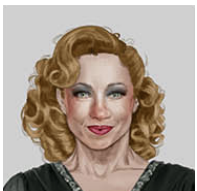


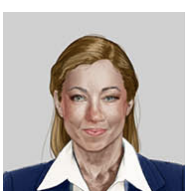




Environmental Controls (2): The environmental controls have currently gone .

- I can't read what you've written. I'm just writing down what you're telling me to write. Seems like a waste of perfectly good psychic paper.
- OPTIONS:
 - Everything is OK. You are in the hospital. You just got a nasty bump on the noggin, and it's made your thoughts all topsy-turvy.
 - I'm right here with you. We're both in a hospital in London. You got a nasty bump on the noggin, and it's made your thoughts all topsy-turvy.
 - You're not in the Tardis. You're here with me in a hospital bed in London. You just got a nasty bump on the noggin, and it's making your thoughts all topsy-turvy.
- HOW THE WRITING WORKS:
 - I'm doubtful, but you think I can communicate with your past selves by this writing. But sweetie, this could all just be a mix up from your concussion.
 - Supposedly you're telling me to write what your past selves need to know, but you're all confused and you say your memory is fading.
- ABOUT THE MULTIPLES:
 - Wow! ___ of you? It's frightening, but honestly a little exciting.
 - Apparently only one of you is going to come out of all this. There can be only one or something? That's a little dark.
 - It seems one of you knew that some cataclysm fractured your timelines. And now you all have to decide who you are or should be.
 - Something about the whole universe being destroyed? You're not making a lot of sense.
 - There's one of you who's never time traveled and that makes her special somehow.
 - Oh! She's going to decide all your fates in the end.
- ABOUT THE TARDIS:




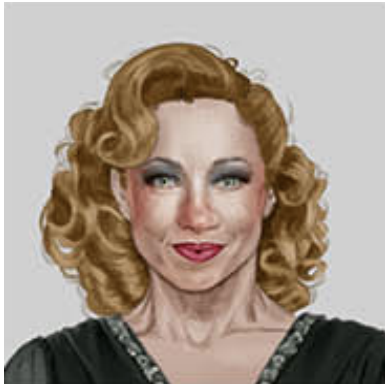


- The Tardis started out mostly working, but then something nano something began to take it over? Sorry, sweetie, you're kind of babbling there.
- Strange writing? It's from the thingies taking over the Tardis.
- ABOUT THREATS:
 - One of you is an imposter, you say.
 - One of you brought Daleks on board? How does that work?

Character Selection Form

Player Name _____

#		Why choose this character?		Why choose this character?	#
		To be outgoing and wild Light / Emotion-oriented / Simple		To be punk and rebellious Dark / Emotion-oriented / Simple	
		To be charming and social Light / Emotion-oriented / Complex		To be well-meaning and moral Dark / Emotion-oriented / Complex	
		To be suave and sophisticated Light / Goal-oriented / Simple		To be militant and religious Dark / Goal-oriented / Simple	
		To be nerdy and curious Light / Goal-oriented / Complex		To be stern and commanding Dark / Story-oriented / Complex	
		To be mysterious and wacky Light / Story-oriented / Complex		To be scary and provoking Dark / Story-oriented / Simple	
		To be a fish out of water Light / Story-oriented / Simple		To be hard-nosed and hard-boiled Dark / Goal-oriented / Complex	

Character Name Tags

	RIVER SONG		RIVER SONG
	RIVER SONG		RIVER SONG
	RIVER SONG		RIVER SONG



RIVER
SONG



RIVER
SONG



RIVER
SONG



RIVER
SONG



RIVER
SONG



MELODY
POND

Characters

All of the characters should have nametags where the only text is "River Song" (except for the one "Melody Pond"), but they'll have different pictures with them.



Melody Pond

In your universe, you're a student about to graduate City University London with your Bachelor's in Archeology. It's great to be finished with school, but you're undecided about what to do next. Your mother Amy wants you to keep studying for your doctorate, but your father Rory thinks you'd be happier if you traveled and got to see the world. Your boyfriend Ramone wants you to move in with him in Manchester, but your best friend Veronica thinks he's moving too quickly, and thinks you should get a job and meet new people (and men).

QUESTIONS:

- Which way were you leaning before all this happened?
- What went into your decision?

POWER: Important Decision

- *You have no power that you know of, but you have a feeling that you have an important decision to make here.*



River Song

In your universe, you were raised by the Silence, and tried to kill the Doctor - but he saved you instead. After a few wild adventures together, though, you realized this whole jumping through time was insanely dangerous. What is more, you don't think that things were any better from his meddling. The Doctor saved lives, but at times, he had threatened the entire universe (especially when he was angry). That was way too much responsibility for you.

You have wild adventures right here in London, and the worst that happens is someone throws up or gets arrested. Being raised as a time-traveling spy and assassin, you have enough skills to get you into plenty of trouble - but you have a knack for not letting things go *too* far. You have your friends Ramone and Veronica, and you do a lot of crazy stuff together. You also are in touch with your parents Rory and Amy, who disapprove of your lifestyle, but they never stay mad for long.

QUESTIONS:

- What's the wildest thing you did in your London adventures?
- What are you most worried would happen if you were to go back to time-traveling?

POWER: Danger Sense

- *When something happens in the game, you can declare you had a sense it was going to happen, and pause the game to do one action first. This can be to get a few steps away, or do something before anyone else.*



River Song

In your timeline, you finally convinced the Doctor to settle down... Well, not actually settle. After attempting to kill him several times and a few other hair-raising adventures, you convinced him that the best way to avoid spoilers and paradoxes and worse was to stick together for a long time. You have a highly... unconventional marriage - but it works.

You two adventure a lot, argue a lot, and love a lot. It was difficult at first, but despite fighting, you learned to trust each other.

Your last stretch together was nearly 24 Earth years as a single night on the planet Darillium, where you made a home together. You kept joking together about it being a one-night stand, but you knew that he would find a way to make it last even longer. You knew that working together, the two of you could make things work and make the universe a brighter place.

QUESTIONS:

- Did you have children? What are they like?

POWER: Trustworthy

- *Once every five minutes, you can out-of-character tell another player that the statement you last made is true - but only if you know it to be actually true.*



River Song

Your universe is the Tardis, which is your true parent. You were conceived and born in the Tardis, and you have lived here literally forever. Much more than the Doctor, you are connected to the true nature of Spacetime. Your spirits and stars are aligned, and you are in touch with all of your inner selves. You alone know what is really happening. Each of you represents a different timeline, a different life lived. To move on, though, you must merge into only one being.

As an avatar of the universe, you come across as strange to the others. Let them think you're crazy, though. They'll eventually catch up.

QUESTIONS:

- Do you wish you could have had a real life of your own, instead of just infinite knowledge? What would you want in a universe?

POWER: Knowledge of All Time and Space

- *You know the truth, and the secrets detailed below are absolutely true out-of-game. Because you are so strange, though, other players may not believe you.*
- A flaw in spacetime called the "Crack in the Wall" brought your mother Amy Pond together with the Doctor and your father Rory Williams. The Doctor thought the crack was eventually sealed, but it secretly continued in you. Secretly, each of these River Songs was born and lived in a separate fractured universe.
- Eventually, you all came into the Tardis at the same time, and the universes all collapsed. Each of you represents one fragment of the universe. In the end, though, only one version of you will come out, and the others will .
- Melody Pond is the key. She lived in a universe with no time travel, which was at the center of all the possibilities. In the end, she will decide who River is and which universe survives. She may choose either a single River, or a mix of different Rivers.
- Her choice is threatened, however, by threats brought with some of you. The business tycoon is a robot imposter, the detective has an evil ghost in her mind, and society lady is infected with evil nanobots.



River Song

In your timeline, River Song broke free of the Silence's control. Rather than contacting the Doctor, she used her talents to become a fabulously wealthy and completely unethical businesswoman - hiring spies, assassins, and slavers to get her way.

However, you are **not** River Song.

You are Captain Sydney Williams, commanding the ant-sized crew of a shapeshifting, time-traveling robotic body. You are committed to dispensing justice to those that deserve it, by kidnapping and replacing them just before their death - to receive proper punishment. River Song is a heinous criminal currently shrunk down and locked in a cell in the left foot.

QUESTIONS:

- As commander, you have no standing orders to deal with a situation like this. Are you more focused on dealing with potential crimes of these other River Songs? Or are you focused on how to get out of this?

POWER: Energy Weapon

- You have a stun ray built into your right arm.
- *When you point at someone, the stun ray will paralyze that person for one minute, and make them forget the minute just before they were shot.*
- *If you shoot someone, you should mime pointing your arm at them, then out-of-character hand them a note explaining what they experience.*



River Song

In your timeline, you dedicated your life to good works to make up for the crimes of the Silence that raised you. You even saved a group of people from Dalek nanogenes with your regeneration energy. However, in doing so you became infected yourself. You halted the nanogene progress with a wrist-mounted stasis device, but you have lost your humanity and your capacity for love and kindness. Inside, you have the single-minded, loveless mindset of a Dalek - but you still remember what it was like to be human and to love.

This made you appreciate even more the importance of good works. You remember what you did good works for, even if you cannot feel it any more.

QUESTIONS:

- Do you think if you hadn't had your infection, that you could have done more good? Or was your sacrifice worth the good you did through it?

POWER: Immunity to Harm and Manipulation

- The Dalek nanogenes make you both physically and emotionally immune to being influenced or read.
- *If anyone attempts to use a power on you, you should inform them that the power does not affect you. This supercedes any power that affects you personally.*



River Song

In your timeline, you are a hard-boiled time-traveling detective, also known as Melody Malone. At first it was just a fun part for you to play, but on one case you looked into the eyes of a Weeping Angel, which invaded your mind and now lives there. The only way you could prevent it from possessing you is by hypnotizing yourself to constantly see it. Now you see a creepy angel statue all the time, even when you close your eyes and when you sleep. As a result, you don't get a lot of sleep.

You distract yourself with bouts of alcohol, violence, and sordid detective cases. There's always more going on than meets the eye, so it's best to investigate and find out what is really going on.

QUESTIONS:

- Which of these other Rivers are you most suspicious of? What are they really doing?

POWER: Detect Lies

- As a genius detective, you have learned to tell when people are lying to you.
- *Once every five minutes, you can step out of character and ask another player if the last statement they said is a lie.*
- *They must answer yes, no, or partly. They must admit if it is deceptive or a half-truth, even if it is technically correct. They are not required to say what the truth is, however.*



River Song

In your timeline, you rebelled against both the Silence and the Doctor, as well as everything else in the universe. The Silence were horrible, but one thing they were right about is that the Doctor the source of the greatest problems in the universe. Lots of things kill or cause destruction, and the Doctor opposes them, but when he gets mad, he has endangered the entire universe.

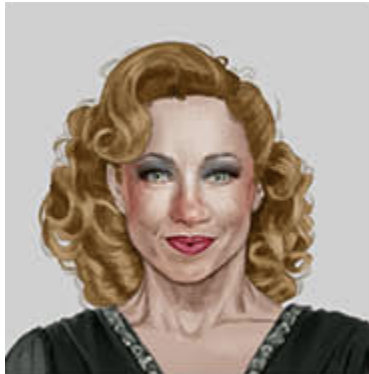
So you have traveled through time, throwing a wrench in the works of whoever is trying to control time. Time isn't something to be controlled, it's meant to be lived. It's the authorities that try to control time that are causing the most problems.

QUESTIONS:

- Who among the current Rivers do you think will try to control things? What would you do to stop them?

POWER: Psychic Confrontation

- As part of breaking free of the Silence's brainwashing, you enhanced your psychic abilities. It is costly, but you can break through psychic barriers.
- *Once in the game, you can pick a target as your nemesis. Stare into their eyes, and you know all about them. Ask the player for their character sheet, which you can read in full - and they are allowed to read yours. They are aware of the psychic barrier breaking.*



River Song

In your timeline, you were a time-travelling superspy and the epitome of cool -- better than Indiana Jones, James Bond, and the Doctor put together. You took the violent training of the Silence and used it for good, combined with your archeology studies and your heritage from the Tardis. You've slipped in and out of prison, fooled many unwary guards with hallucinogenic lipstick, and blown up quite a few fortresses of evil. Your adventures were very dangerous both for you and for others, but ultimately the threats overcome made the universe better.

The Doctor has been an excellent partner and technically husband, but you've still had your own separate lives and adventures.

Right now, there is a game afoot, and that undoubtedly means that something is going on below the surface. It's up to you to root out who these other Rivers really are and what they're up to.

QUESTIONS:

- What would you most want to accomplish with your amazing talents?

POWER: Overhear Conversations

- As a superspy, you have sharp ears and can read lips.
- *Once per half hour, you can step out of character and ask another player what they were just talking about. They must give you a rough outline of whatever they were saying aloud.*



River Song

In your timeline, you were raised as an assassin by the Silence, and you never really left them. You tried to kill the Doctor, but he has always gotten away. So you have made your living as an assassin for hire, still raising money for the cause.

It's not that you have anything against the Doctor personally. But you know the Silence is right about one thing: the universe is full of terrible things and people, who are a grave danger to others. The universe would be better off without them. You only kill targets who deserve to die, and you make enough money to make a living.

From what you've heard of the Doctor, he is a self-involved disaster who regularly threatens whole planets or even the universe. It's possible he's responsible for whatever has happened here. You're not sure if any of these other River Songs deserve to die. In all likelihood, some of them do, but probably best not to do anything until you're sure.

QUESTIONS:

- What would it take to change your mind about the Silence and the Doctor?

POWER: Intimidation

- Your psychic abilities are honed at uncovering other people's weaknesses.
- *If you confront another player alone, they must truthfully tell you their greatest fear in a full sentence or two.*
- *Afterwards, they may still have a bad feeling about you, but they can't remember exactly what happened.*



River Song

In your timeline, you had your training by the Silence as an assassin, but your true calling began when you became a professor in archeology. The Doctor saved you once or twice, and was a fun fling, but once you became serious about learning things for yourself, you didn't need him any more. That style of jumping about is like being a tourist - never studying any place or time in detail, or learning its true depths.

The truth of the universe is there for the study. Time traveling can help, but true understanding only comes from getting a real background on the evidence and the documents - not by just galivanting about.

This latest mystery might be your greatest challenge. What has happened, and how did all of these versions of you come to be together?

QUESTIONS:

- What is your favorite topic for study?

POWER: Scholarly Insight

- As a dedicated scholar and long-time time traveler, you have insights into clues and evidence.
- *Four times over the course of the game, you can step out of character and ask a game-master for a hint regarding any evidence (like a strange event or writing). Mark this by tearing off a corner of your character sheet.*



River Song

In your timeline, you were raised from birth to be an assassin by the Silence - but before puberty, you were rescued by soldiers from the 51st century Church that the Silence had splintered from. The Church had taken responsibility for its error, and was dedicated to eradicating the threat from grave dangers like the Weeping Angels and the Daleks.

You were not required to, but you volunteered to join the Church military - to help put an end to these threats. You worked as a soldier and later as a commander, always a part of a team who trusted each other to make the universe a better place, according to God's plan.

Now, in this place with these other Rivers, you are unsure of your path, but you have faith that a way will be shown to you.

QUESTIONS:

- What is the worst that could have happened in your life? The best?
- Do you think that any of these other Rivers represent those?

POWER: Defensive Insight

- As a master tactician, you can tell by how others hold themselves what abilities they are keeping hidden.
- *Once per half hour, after interacting with another player, you can ask them out-of-character and they must tell you the name and italicized text of their power. They do not know in-character of this.*
- *After learning their power, that power cannot be used against you for the following half-hour.*