



CODE NAME: UROBORUS

*an Interactive Drama Live Action Freeform Role Playing Scenario for 7 players (1 male and 6 female) written by Brian David Phillips, Ph.D., C.H.
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If you have other games of this type which you would like to have placed on the Interactive Drama scenarios pages, please feel free to contact Brian David Phillips, Ph.D., C.H., atbrian@briandavidphillips.com.

INTRODUCTION and HOW TO PLAY

CHARACTERS:

- **Aphrodite**
- **Bullet**
- **Double Trouble**
- **Little Witch**
- **Midnight**
- **Star Childe**
- **Sunmaiden**

OTHER SHEETS:

- **Invitation**

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INTRODUCTION:

Welcome to **CODE NAME: UROBORUS**. This is a live roleplaying game scenario. Participants take up a character and dress and act out that character while trying to fulfill the character's goals. The host/game-moderator will settle any rules questions and the like (Note to Game Moderator: *Make things quick, simple, easy, fast, consistent, and fair . . . if the game doesn't explain something then go ahead and quickly make something up.*).

This game was originally created as a classroom exercise for my English as a Foreign Language writing and conversation classes at National Chengchi University in Taipei, Taiwan, Republic of China, but it is appropriate for native speakers of English too - or if you prefer to play in another language that's okay too. The game is intended to be the framework for a party or similar social situation. It is not intended to be a heavy highly competitive event but there are some such elements present in the game. Over all it's intended to be fun.

Since my classes at NCCU are predominately women, the characters are set up that way. If you prefer, many of the characters can be changed to accommodate more males or to even out the ratio, albeit a few of the characters are very gender-specific.

Game Moderators, give a copy of the character sheet for the appropriate player character to each player - players should only get the character information for their character nothing more. This is very important. I would suggest giving the character sheets to the players at least one week before you plan on playing the game - this way the players can get costumes and the like together. On the day of the game, distribute the various clue and special ability cards.

The first round of the game is the Prologue, the Game Moderator should recap what the "game event" is supposed to be - a meeting of Service muckety mucks who need to select the new World Chief to replace the retiring Chief - and have the players introduce themselves to one another. Rather than have everyone sitting around in a circle, it seems to work well if you have the players circulate with no group comprising more than three people at one time (for larger groups you might expand this to five). This works best for educational purposes - for social gaming, your mileage may vary.

Do remind the players that they only need to tell their Public Information to others - they can keep their Secret Information to themselves (alternatively, they must tell the Secret Information if asked directly about it).



Have the folks go through this conversation process until the predetermined time limit is up. The Board then votes on who the new World Coordinator for the Service will be and the new Chief collects secret ballots to determine who the Board assumes the murderer to be. The Chief then announces the results and the guilty party is executed on the spot.

Once the actual Murder Mystery portion of the game has begun, remind players that they the innocent must tell the truth when asked about the murder - they can still lie about their secrets though (unless someone employs a Special Ability). The murderer may lie at any time (including when someone uses a Special Ability). Traditionally in murder mystery party games, the innocent must always tell the truth about everything although the killer may lie - if you prefer that system for this game, feel free to use it (it might also make things easier for student groups if you are using this scenario for educational purposes).

Once the murderer is executed (Service Justice is swift and harsh), the game is essentially over and the "real killer" if different from the poor executed slob is revealed. Players may then have an unwinding session in which they can reveal "everything" and discuss any loose ends.

If you don't like certain mechanics, then feel free to change them. The game is supposed to be fun so if at any time the rules get in the way of the fun, then fun should win out everytime. The game ends when the party dies down. After play, it's a good idea to have a nice unwinding session so everyone can share what the others didn't figure out about their characters. This is often as much fun as playing the game - okay, maybe not as much but it can still be fun.



Jane Smith

Code Name: Aphrodite

Public Information

You are the Service Bureau Chief for England.

You've been working for the Service for a couple years now. Before that you were an exotic dancer in a few rather unseemly clubs in a few of the red light districts of London. You also have some military training, albeit nothing that prepared you for the violence of Service duty.

Your first job in the Service was as bait for sex crimes offenders and slasher attackers. You quickly graduated to homicide and detective work and then on to tactical insertion teams and S.W.A.T. and anti-terrorist jobs. You're very good at field work of this type and have seen tours of duty in Beirut, Sarajevo, Kuwait, and Dublin.

Henry Chaplin has actually been a friend of your family for years. He and your father served together in World War Two.

Private Information

The tattoo on your right shoulder is the symbol of Eris. You've been a member of the Eris Cult for as long as you can remember. To the layman, Eris is the ancient Greek goddess of chaos, but you know that she is a real being . . . an alien interstellar traveler who crashed on the Earth thousands of years ago. Her followers tend to her needs and she in turn - through genetic engineering - grants them abilities the average human couldn't have through evolution. You have a psychic ability to influence people into telling the truth - when combined with your obvious feminine charms, this can be a lethal combination. You must protect the Eris cult at all costs.

Recently you have discovered that there has been a great deal of drug traffic in the Western United States that should not be there. This is obviously coming through the



manipulations of someone high up in the Service. You must find out who is responsible and shut the operation down . . . protecting yourself in the process.

It has also come to your attention, through one of your Asian Eris contacts, that one of the Bureau Chiefs attending this meeting is in fact a double agent for an underworld gang. You need to ferret out who the traitor is and expose him or her to the others.

Goals

Find out who the double agent is. You must also discover who is behind the influx of drugs into the Western United States and make certain that the guilty parties are exposed. Try to determine which of your colleagues would make the best World Coordinator for the Service and support that person for the position. If at all possible, secure for yourself a Field Position, resigning from your Section Chief position - but only if a worthy colleague is willing to take on your position in addition to that person's current duties.



Sylver Barnes

Code Name: Bullet

Public Information

You are the Service Bureau Chief for the West Coast Section of the United States. More importantly you are Wetworks Commander.

You entered the Service as soon as you turned 18. You've proven to be an effective and aggressive field agent. You prefer working in the field to working behind a desk but the rule of promotion to obsolescence seems to be at work on your career.



You started out in a Field Post for Reconnaissance and Tactical Assault. It turns out that you developed a taste for gunplay and your superior skills in the use of firearms led you to the Elite Force known as the Wetworks, the Assassination Team. You are the only woman to be promoted to the position of Commander of the Wetworks Section. Some people consider this an honor, others as a horrifying prospect . . . you consider it your just due. You are the first Wetworks Commander in the history of the Service to not only coordinate Assassination Operations but to actively take part in Field Assignments. Many of your teammates refer to you as Lady Ice when they think you're not listening - while you should be insulted by the nickname, you secretly get a lot of satisfaction out of it.

Private Information

You have no desire to become the next World Coordinator for the Service. You'd be perfectly happy to remain in the Wetworks Section. You are concerned however with the recent influx of less aggressive agents into the Service, individuals who refuse to see the necessity of eliminating dangerous opponents through wetwork. You need to make certain that whoever becomes the new Chief keeps the Wetworks Section open and running.

Lately, someone has stepped up drug shipments into the West Coast. You have suspicions that someone in the Service is responsible for the activity. If it's a Service

operation you need to find out who's running it - as it's against Service policy to traffic in drugs (of course, it's officially against Service policy to deal in Assassination too) you want to make sure you and the Wetworks Section get plenty of money to keep quiet or you'll blow the whistle.

Goals

Find out who is responsible for the new wave of Drug running in the United States and get your cut of the profits. If you can't make a deal then blow the whistle on the perpetrator and come out smelling like a rose. Make sure the new World Chief for the Service is friendly to the Wetworks Section - even if it means eliminating all other candidates.

Mei Wang

Code Name: Double Trouble

Public Information

You are the Service Bureau Chief for China.

You were born in Shanghai and spent a great deal of time as a youth in England and the United States.

Henry Chaplin was your first supervisor when you joined the Service. He has helped you come to terms with being an exile from your homeland.



You are devoted to the Service.

Your Code Name, Double Trouble, comes from your penchant of always being armed with at least two weapons (usually a .45 automatic and a pistol grip shotgun).

You are a lesbian.

Private Information

You were once a man. You went through a sex change operation in your late teens partly because you always felt like you were a woman trapped in a man's body and partly as a means of gaining a permanent disguise so as to hide from your enemies. You have been far happier as a woman than you ever were as a man.

You are actually from Hsinchu in Taiwan. When you were a young man, you traveled to Japan where you were apprenticed to the Ono Yakuza Clan. You were sent to study with a Ninja master who taught you the art of assassination and of stealth and invisibility. You were the top student in your class and excelled at everything. Disaster struck when you fell in love with the master's daughter, Kumiko Hashita. You loved her deeply.

Your first mission for the Yakuza was to travel to Ireland and assassinate a woman who had blocked the Yakuza's efforts to export drugs into that country. You tracked

the woman into a field where you found her and a group of her followers standing naked in a circle performing some sort of occult ceremony. While they prayed to their goddess you somersaulted into the middle of the circle and put a gun to the woman's face and shot her. You will never forget the look of total calm in the woman's eyes as you took her life. The worshippers could only stand in amazement as you dropped a smoke bomb and disappeared as quickly as you had come.

When you returned to the Yakuza underground in London, you discovered that your Master had put out a contract for your death. Unable to return to Japan or Taiwan, you went to Europe where you had your sex change operation. You then went to the United States, posing as a political dissident from China. You then entered the Service, putting your ill-gotten skills to good use.

You have had nightmares every night for years, replaying the scene when you killed the Irish woman and your life changed forever. In your dreams the woman - Lilith - has become your guardian and mentor. She has helped you to come to terms with your past evils and to work for what is good and right.

Goals

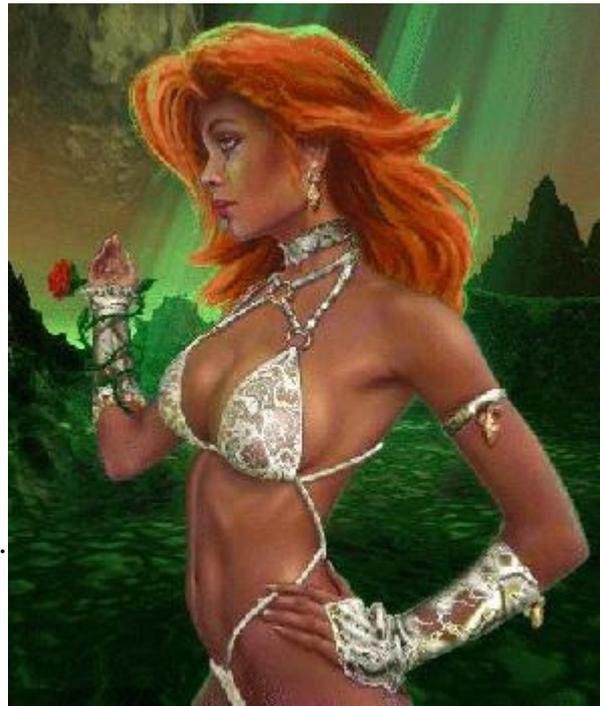
Become the next Service World Coordinator so as to do more good in the world (doing good by fighting evil that is).

Cassandra MacDowell

Code Name: Little Witch

Public Information

You are the Service Bureau Chief for Ireland. Since you began heading the organization, your section has been the most successful at predicting terrorist activity and at tracking down suspects to bombings. You have periodically been asked to assist other Sections in particularly difficult murder investigations. You have a 98% lifetime conviction rate - unparalleled in Service history.



Private Information

When you were a child, your mother, Lilith, introduced you to the Old Religion, Celtic mysticism and Druid religious practice. You soon found out that you have a Gift for Magick - not the Stage Magician's sleight of hand but the actual ability to control the flow of the Goddess's power through your body and into objects and for portents. You're very good at going into a trance and divining the nature of a thing or a place.

When you were younger - years ago but they seem like centuries now - you had every intention of following your mother's footsteps and becoming a High Priestess of the Goddess Cult. However, things changed for you when during a Sabbat ceremony your mother was gunned down by a young Asian boy not much older than yourself. The authorities were unable to help locate the killer despite his obvious characteristics - an Asian male in Ireland should be easy to find particularly one who has a very large diamond shaped birthmark surrounding his left eye.

Through your own investigations, you discovered that the boy was a member of a Triad/Yakuza organization. At that moment you endeavored to join the Service and learn as much as you could about underworld activity so that you would one day be able to find your mother's killer and lay her soul to rest.

You use your supernatural powers to assist you in your investigations. You also have a tendency to dress rather provocatively as this tends to put people off guard - enabling you to take charge of the conversation and get what you want.

Since you abhor violence, you have found that a sweet smile here or a tender word there loosens things up more peacefully and much more quietly than a bullet ever could.

Goals

Since the agenda for this meeting is to determine who will be the next World Coordinator for the Service, you must try as hard as you can to make certain you will get that position. Being World Chief would make finding your mother's killer so much easier - the resources you could then bring to bear would be almost inexhaustible. If you cannot muster the support for the position, your secondary plan should be to make certain that whoever does end up with the job is someone you can manipulate.

Hans Von Trapp

Code Name: Midnight

Public Information

Life is hard. You should know as you have spent the better part of your adult life making it that way for others. You joined the Service when you were 16 years old - you lied about your age as you looked older than you were. You rose quickly up the ranks in the Service through sheer determination and strong will. The fact that you're one of the best at what you do also helps.

You are now the Service Bureau Chief for Germany and run a taut and efficient organization.



Very few people have any idea what you look like - in fact only a handful of individuals in the Service have seen your true face - in fact most operatives in the Service have no idea if you are a man or a woman (although you rarely wear disguises at upper echelon meetings). You normally operate under one disguise or another. Your specialization is breaking and entering and information retrieval. You designed a very special silent jet pack which you will sometimes use to get on the rooftops of a target's home in the dead of night - Midnight, of course - from which you'll usually find a way to the safe and make off with the goods.

Private Information

You've never really regretted anything you've done in the Service until now. You started out with some idealistic notions about saving the world from Communism and chaos and preserving Democracy and all that. Now, you know that things aren't always so black and white. Last month you discovered some secret communiques which prove that someone in the upper echelons of the Service has been selling important secrets to the other side. That someone has also been selling drugs in major urban sprawls in the United States to finance some rather suspect goings on in Iraq. You can't prove the entire conspiracy yet but it looks like your one-time friend and

mentor Henry Chaplin is in the middle of the whole thing. You're sorry about this for more reasons than simply betrayal to the Service.

You used to consider Henry as a dear friend and confidante. It pains you that you will have to expose him in front of the Security Council but you have no other alternatives - especially since when you tried to contact Chaplin privately about the entire mess he told you point blank that you were now living on borrowed time and that he would be dispatching assassins to deal with any annoyance you might present. You need to watch your back as you have not yet uncovered all of the members of the conspiracy. One false step may very well lead to your doom.

Goals

Find out who Henry's co-conspirators are and expose them before they can neutralize you. You must not act too rashly though as you may tip your hand too early with no back up. If you miss even one conspirator, your life will be in very great danger. Since you aren't really interested in being the next World Coordinator for the Service, try to make certain that the person selected is the best one for the job.

Astarte Engima

Code Name: Star Childe

Public Information

You are the Service Bureau Chief for Iraq.

You were born in Palestinian territory and grew up in Egypt under the shadow of the Great Pyramid. You served in the Egyptian Armed Forces as well as a Palestinian Freedom Fighter. You have received fifteen Medals of Valor, more than any other member of the Service.

Your Field Specialty has been insertion assignments which place you undercover in enemy or criminal territory. You then strike with the full force of Allah and rain your own holy fire down upon the wrong-doers.

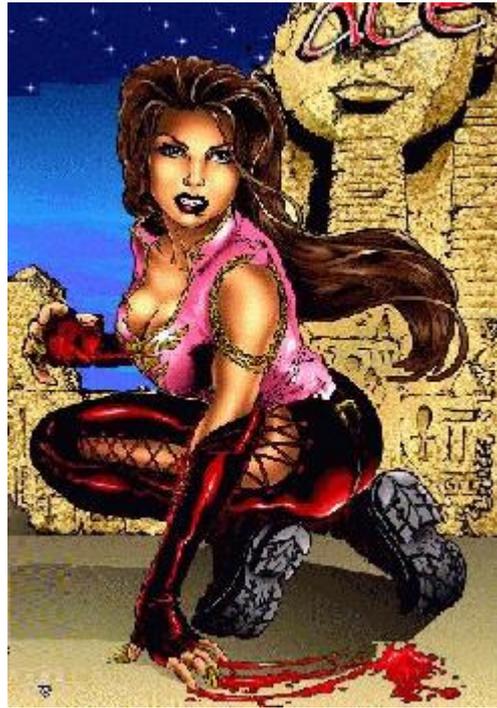
When Iraq invaded Kuwait, you were sent into Baghdad where you infiltrated Sadaam's forces and transmitted very valuable data for Operation; Desert Storm. You were captured and spent a year in an Iraqi Prisoner of War camp.

Private Information

You are a member of the Hashishan, an ancient order of Holy Assassins. You would give your life at a moment's notice for your cause . . . an Arab world. However, you must bide your time for now as the Hashishan slowly move their pieces about the giant chess set that is world politics and intrigue.

In your initiation into the Hashishan you partook of special herbs, spices, and drugs which physically transported you to Paradise where you saw the Prophet Mohammed and the leader of the Hashishan in conference. You were served ambrosia and nectar by hundreds of servant girls who catered to your every whim. Everything was wonderfully clear, sensuous, and sensual. Upon your return to the physical plain the voice of Allah spoke to you . . . "Serve the Hashishan and serve Me and upon your Death you shall forego Judgement and return to Paradise." You have been zealous in your service ever since.

The current head of the Hashishan is Sadaam Hussein, the leader of Iraq.



Recently you have been working with Henry Chaplin in a scheme to export Chinese opium and Middle East hashish and marijuana into the United States. From your view, this is part of an effort to weaken American society although Chaplin believes you are working with him - and one other accomplice whose identity you do not know at present - so that Chaplin can gain enough funds to cement his control over the Service (he may be claiming retirement but you know he hopes to wield the reigns of power well into the next century).

Goals

Find out who Chaplin's other co-conspirator is so that you can better control the situation. Become the new World Service Chief. Eliminate any competition.



Kumiko Hashita

Code Name: Sunmaiden

Public Information

You are the Service Bureau Chief for Japan.

You've been in the Service for years. You started out in the Anti-Yakuza Section and then graduated to work on international criminal conspiracies. Your father was one of the most decorated Service Agents in Asia with the highest single arrest record in Service history. You've followed in his footsteps as did your three brothers (all three died in the line of duty, as did your father).



You've lived in Tokyo, Taipei, Hong Kong, London, and Los Angeles in the last ten years as part of your duties for the Service.

You are an expert swordswoman, specializing in the twin katana style. You prefer the beauty and subtlety of martial arts to the brute power of firearms.

Private Information

You are a Double Agent. You use the information you gain in your Service position to help you in your true occupation, as a Ninja Assassin employed by the Ono Yakuza clan. Your father was also a Ninja - his tremendous arrest record for the Service was simply part of his way of eliminating competition for his underworld activities.

Two of your brothers were also Ninja and were killed in underworld brawls rather than in performance of their Service duties. Your youngest brother was actually an honest man born into a family of thieves. When he found out about the family's secrets he threatened to report the entire setup to the authorities. Upon your father's orders, you cut out your brother's heart and decapitated him . . . and then you disguised the crime scene to look like a rival Yakuza clan was responsible.

When you were young, you were madly in love with a Chinese boy apprenticed to your father's ninja school. He had a large diamond shaped birthmark which covered his left eye. He studied to be an assassin and was sent to Ireland for his first mission,

to eliminate a troublesome woman who had blocked the Yakuza's efforts to sell drugs in that country. While the boy was away, your father found out about the love affair and became very angry. He swore to settle things and that you'd never see the boy again. You never did. You've no idea what finally happened to him . . . if he died in Ireland or if he was killed by your father or if he became an assassin in the clan . . . since your father forbade you from ever asking about him, you never did.

Recently you have been involved in a secret scheme to sell more Chinese opium in the Western United States. This has been done with the cooperation of Henry Chaplin who thinks he's getting finances to perform a coup in the Service and set himself up as a secret master of the organization (he's really quite foolish on this point as you have no intention of allowing him to live to see the end of this year).

Goals

Find a way to eliminate Henry Chaplin while gaining control of his contacts in the United States to move your drugs into that country. Make certain that the person who is elected World Service Coordinator is someone you can control - barring that, you must take the position for yourself.



To: Upper Level Bureau Chiefs
From: Henry Chaplin, World Coordinator
World Law Enforcement Service
United World League
New York City, New York, U.S.A.

My fellow Service colleagues.

As you know, I have been World Coordinator for fifteen years now. It is time to let younger blood into the job and I am hereby serving notice of my retirement effective 1 January.

So, on _____ we will hold a meeting of the Security Board to elect a new World Coordinator for the Service.

The following agents (by Code Name) will be present:

- Aphrodite (Service Bureau Chief - England Section)
- Bullet (Service Bureau Chief - Western U.S.A. and Assassination Team Sections)
- Double Trouble (Service Bureau Chief - China Section)
- Little Witch (Service Bureau Chief - Ireland Section)
- Midnight (Service Bureau Chief - Germany Section)
- Star Childe (Service Bureau Chief - Iraq Section)
- Sunmaiden (Service Bureau Chief - Japan Section)

At the end of the meeting, a secret ballot will be cast and you will choose from one of the above to become the next World Coordinator.

I look forward to seeing you all again soon.

Sincerely,
Henry Bartholomew Chaplin, Code Name: Uroborus

