

Best Interest Form

A game aid for In a Wicked Age

This tutorial demonstrates how to use this sheet. It provides a central place to map the Best Interests of each major character and see how interact.

Items of Con...

Example based on
"[In a Wicked Age] I convinced my wife to play." posted by Shane Jackson to
<http://www.story-games.com/forums/comments.php?DiscussionID=5571>

In a Wicked Age
<http://www.lumpley.com/wicked.html>

Sheet design by Alan Barclay. The blank sheet is at the end of this document.

Wizard (NPC)

To recapture my homunculus.

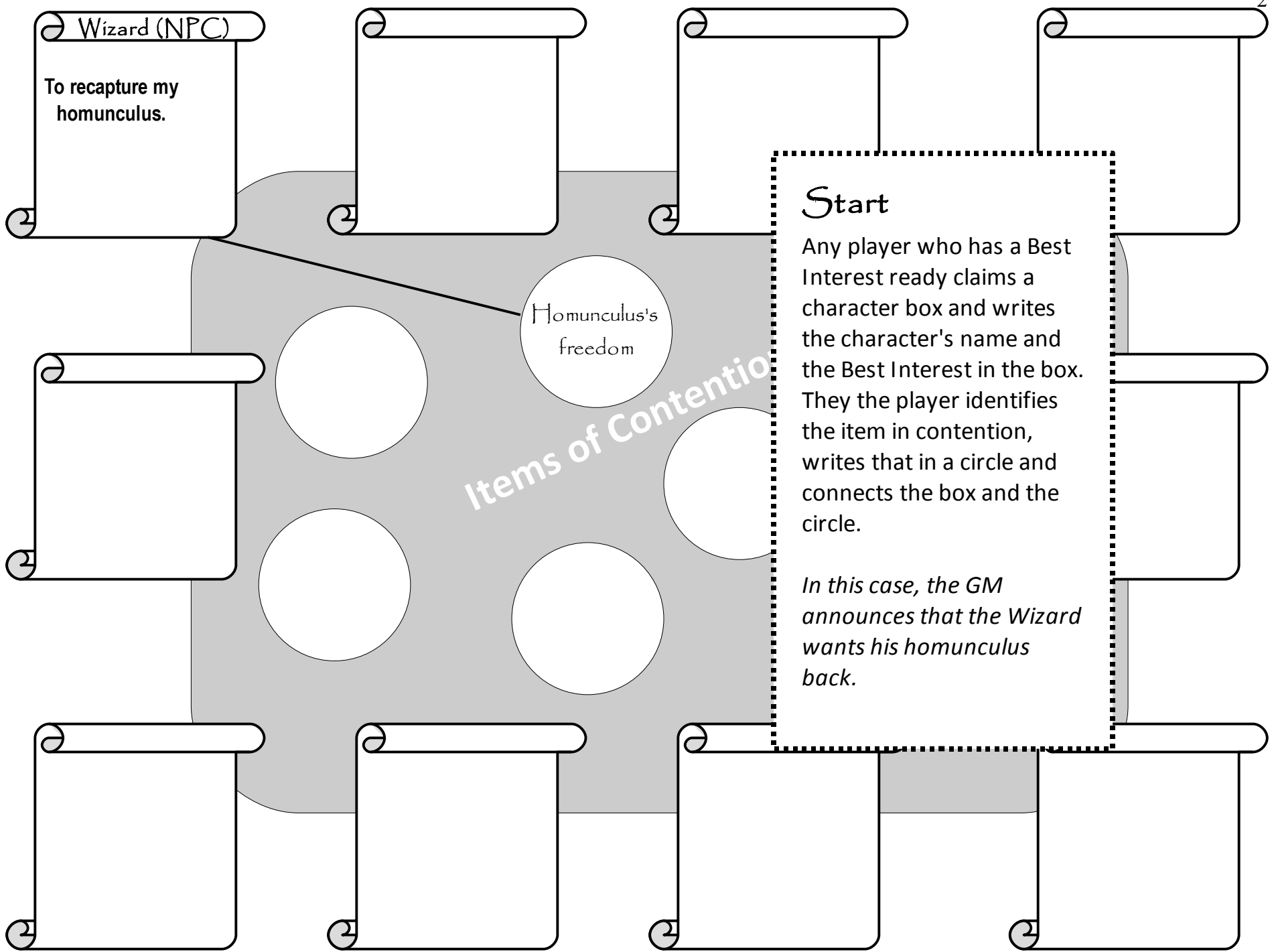
Homunculus's freedom

Items of Contention

Start

Any player who has a Best Interest ready claims a character box and writes the character's name and the Best Interest in the box. They the player identifies the item in contention, writes that in a circle and connects the box and the circle.

In this case, the GM announces that the Wizard wants his homunculus back.



Wizard (NPC)

To recapture my homunculus.

Wizard's Heart

Homunculus's freedom

Homunculus

To eat the Wizard's heart and so earn freedom.

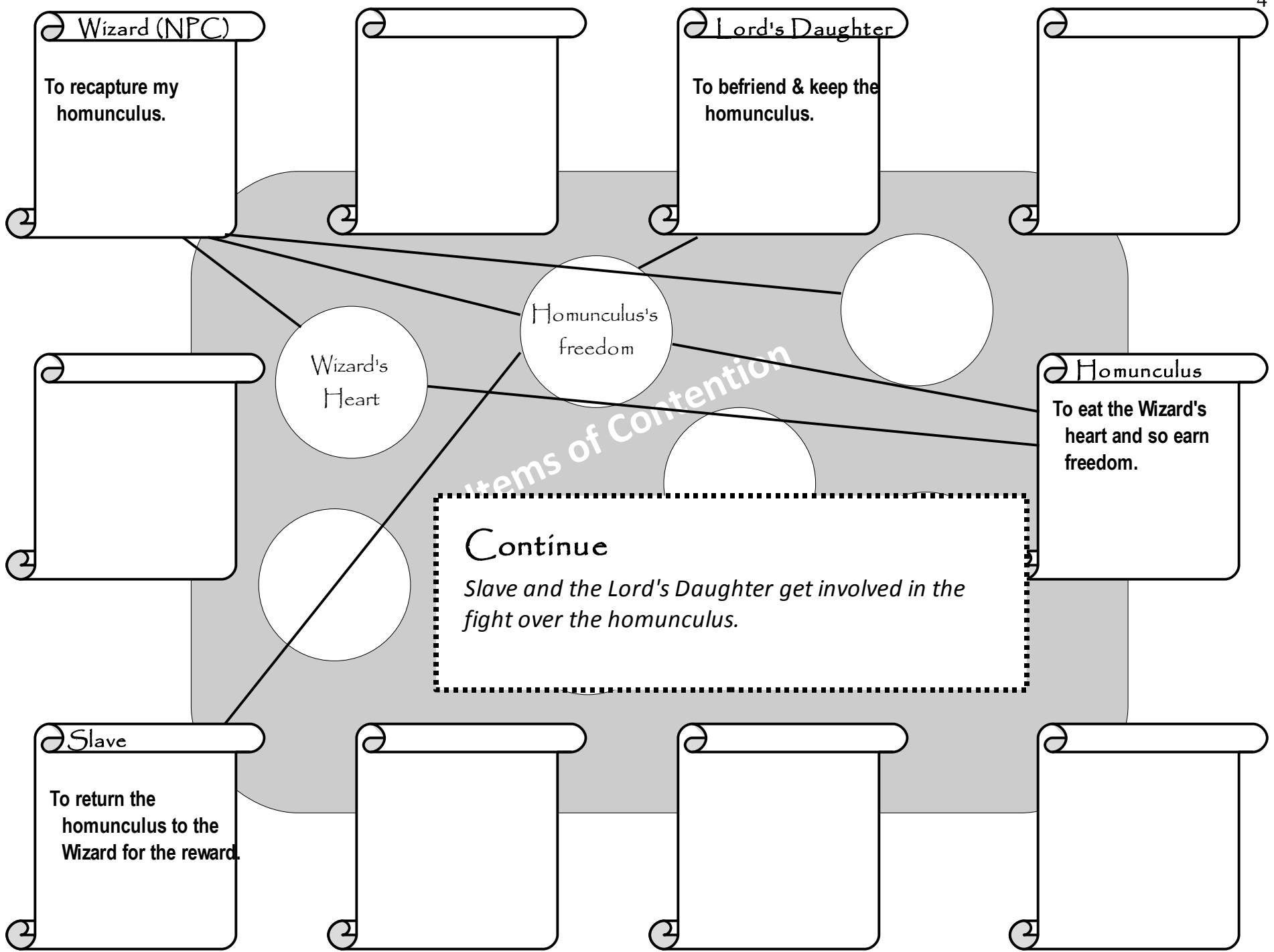
Response

Any other player may claim a box and announce a Best Interest. That player identifies any new item of contention and draws connecting lines.

Always try to choose a character box as far from any characters your interest opposes as possible.

The player of the Homunculus announces a first Best Intest.

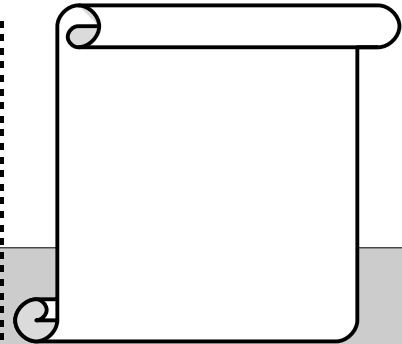
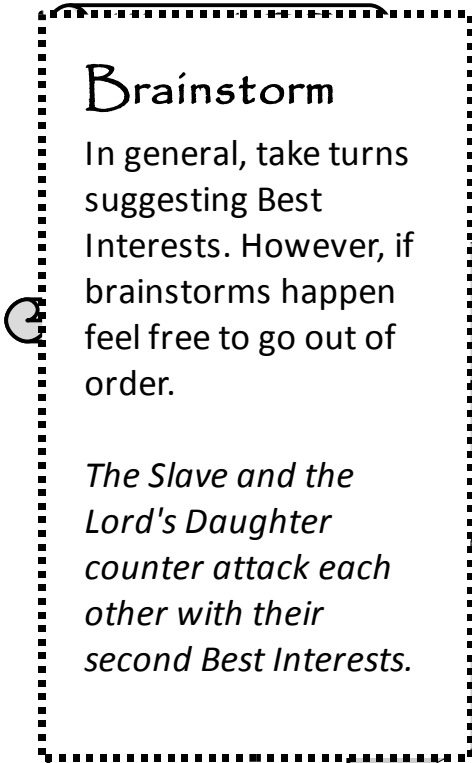
of Contention



Brainstorm

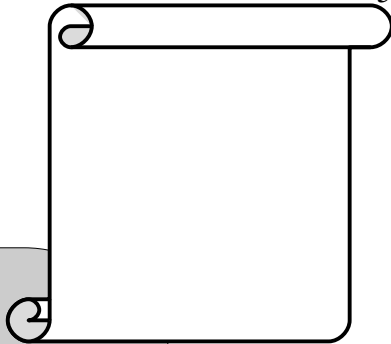
In general, take turns suggesting Best Interests. However, if brainstorms happen feel free to go out of order.

The Slave and the Lord's Daughter counter attack each other with their second Best Interests.



Lord's Daughter

- To befriend & keep the homunculus.
- To turn the slave in for murder.



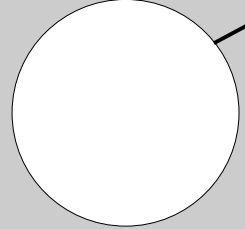
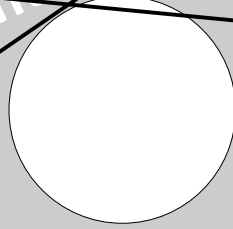
Wizard's Heart

Homunculus's freedom

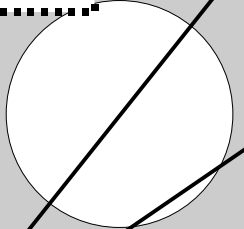
Daughter's freedom

Homunculus

- To eat the Wizard's heart and so earn freedom.

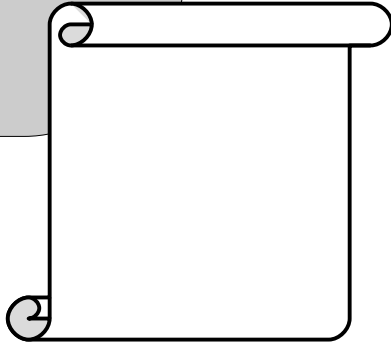
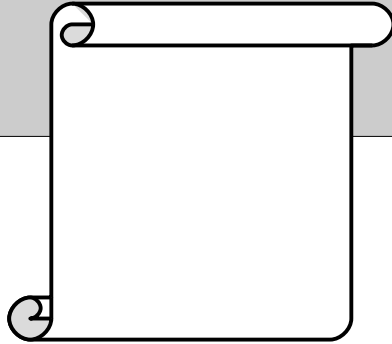
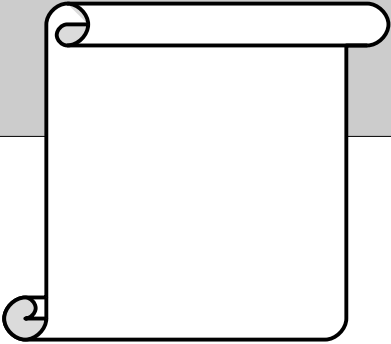


Slave's freedom



Slave

- To return the homunculus to the Wizard for the reward.
- To silence the Lord's Daughter.



Items of Contention

Consolidating Items of Contention

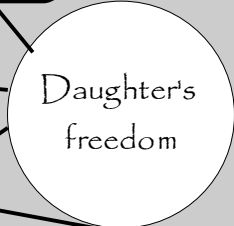
Sometimes two or more variations on a theme can be considered one item.

The GM declares for the Oasis ghost, putting pressure on the Slave's freedom to act. The players decide to consolidate that under "Slave's Freedom."

Lord's Daughter

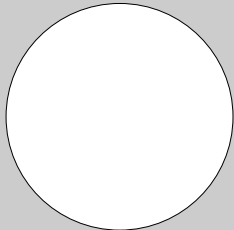
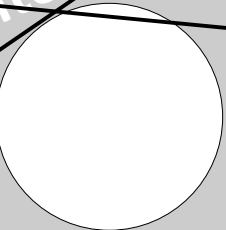
- To befriend & keep the homunculus.
- To turn the slave in for murder.

[Empty]



Homunculus

- To eat the Wizard's heart and so earn freedom.



[Empty]

Slave

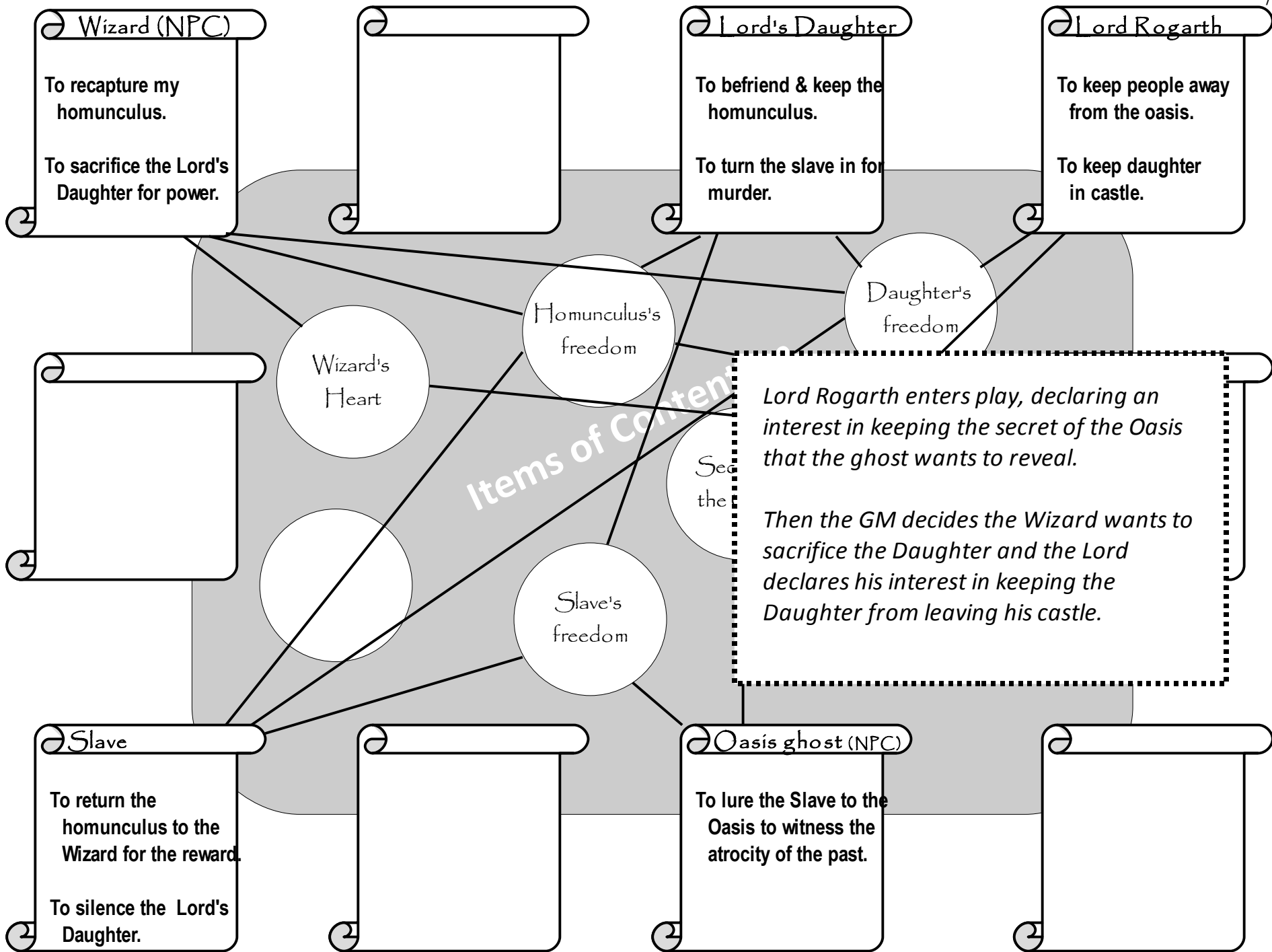
- To return the homunculus to the Wizard for the reward.
- To silence the Lord's Daughter.

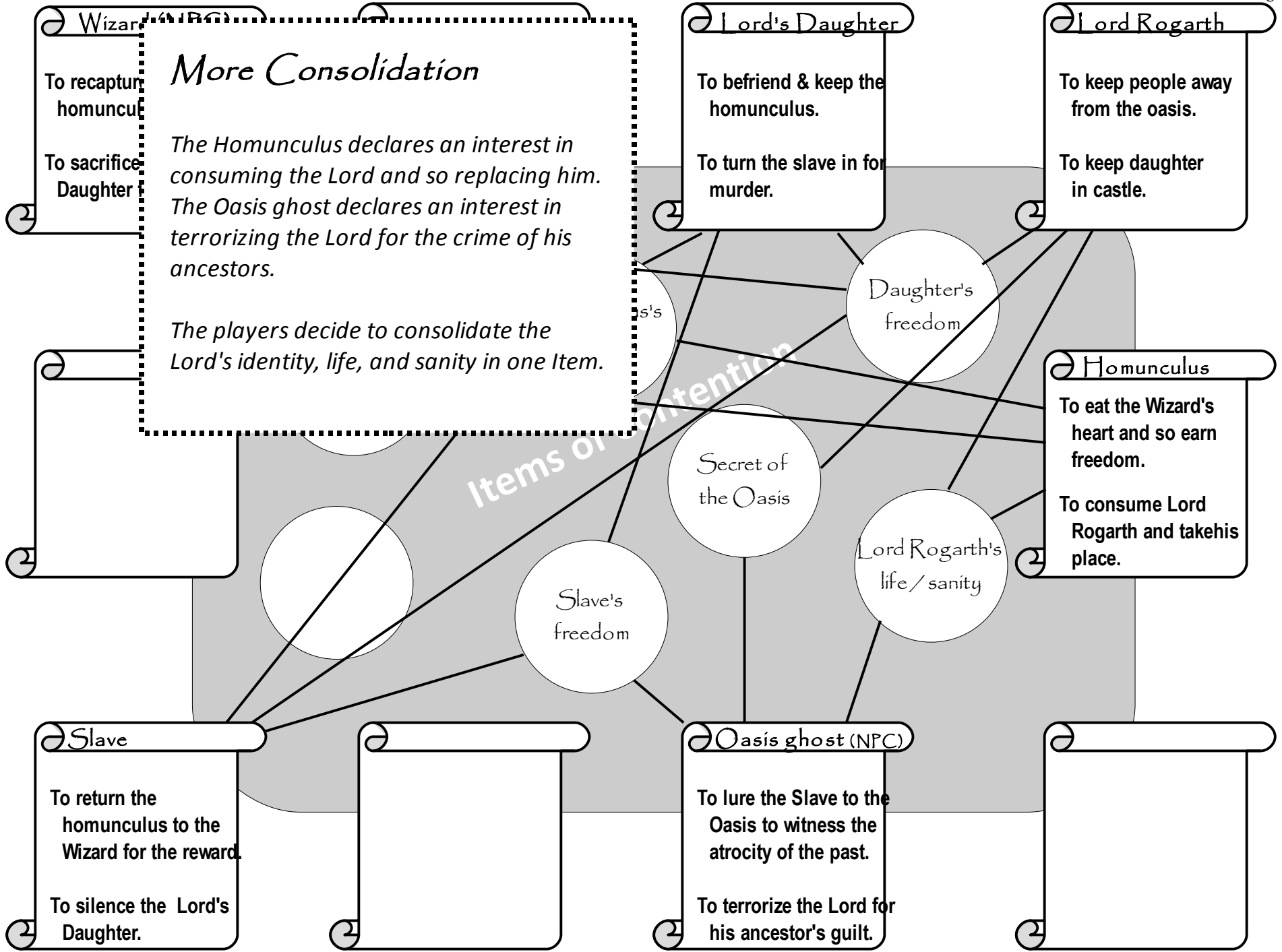
[Empty]

Oasis ghost (NPC)

- To lure the Slave to the Oasis to witness the atrocity of the past.

Items of Contention





Wizard (NPC)

To recapture my homunculus.
To sacrifice the Lord's Daughter for power.

Scoring Significance

Count the number of player characters that connect to each Item. These are leverage points for upcoming play.

Lord's Daughter

To befriend & keep the homunculus.
To turn the slave in for murder.

Lord Rogarth

To keep people away from the oasis.
To keep daughter in castle.

Wizard's Heart
1

Homunculus's freedom
3

Daughter's freedom
3

Secret of the Oasis
1

Slave's freedom
2

Lord Rogarth's life/sanity
2

Homunculus

To eat the Wizard's heart and so earn freedom.
To consume Lord Rogarth and take his place.

Slave

To return the homunculus to the Wizard for the reward.
To silence the Lord's Daughter.

Oasis ghost (NPC)

To lure the Slave to the Oasis to witness the atrocity of the past.
To terrorize the Lord for his ancestor's guilt.

Items of Contention

