

SHE KILLS MONSTERS
Santa Clara University
Winter Quarter 2025
Actor's Packet
Developed by Bex (Lucia) Heese

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Table of Contents

Synopsis	3
TL;DR	3
Extended + Scene Annotations.....	3
About the Playwright.....	5
Qui Nguyen.....	5
Selected Works	5
Influences for SKM.....	6
Swearing	6
D&D.....	7
She Kills Monsters.....	7
Trigger Warning	7
KeyPoints	8
Athens, Ohio, 1995	8
The Queer Feminists of the 1990s: Riot Grrrl	9
Other Music and Arts	10
Dungeons and Dragons (D&D).....	10
Overview	10
Editions of the Game	12
Second Edition – A Closer Look.....	12
Character List in Order of Appearance	13
Character Relationship Map.....	14
Character Sheets (...A continual work in progress)	14
PLEASE READ THI SECTION FIRST!.....	15
Glossary [under construction]	16
Prologue	16
Scene 1	17
Scene 2	17
Scene 3	17
Scene 4	17
Scene 5	17
Scene 6	17
Scene 7	18
Scene 8	18
Scene 9	18
Scene 10	18

Scene 11 18

Scene 12 18

Scene 13 18

Scene 14 18

Scene 15 18

Scene 16 19

Synopsis

TL;DR¹

She Kills Monsters tells the story of Agnes Evans as she deals with the death of her younger sister, Tilly. When Agnes stumbles upon Tilly's Dungeons & Dragons notebook, she finds herself catapulted into a journey that reveals sides of Tilly that Agnes never knew (plus a few – aka a lot - badass fight scenes) and learning that it's really not so bad to be a geek, even if it's an average life.

Extended + Scene Annotations

She Kills Monsters follows Agnes Evans as she navigates life after the death of her family in 1995, Athens, Ohio.

[Prologue] Agnes, an average girl being of average weight, height, build, and upbringing, wishes her average life was less boring; her wish was answered with the death of her parents and not-so-average little sister Tilly Evans. Sometime later, Agnes finds a homespun D&D module written by her late sister called The Quest for the Lost Soul of Athens. [Scene 1] She turns to Chuck – a worker at an RPG gaming store, and they agree to play the game.

[Scene 2] As Agnes packs up Tilly's room following her family's death, Miles encourages Agnes to let someone else do the packing and the heavy lifting. Agnes declines, citing sisterly responsibility, even as Miles reminds her that he is there for her. Chuck arrives as Miles leaves and introduces Agnes into the game - only to find that Tilly is in the game but goes by the name Tillius the Paladin. To learn more about the game her sister loved, Agnes met the rest of the party: Lilith Morningstar (a demon Queen) and Kaliope Darkwalker (Elf). [Scene 3] The party journeys to the lair of Orcus (Overlord of the Underworld) to get Tilly's soul back, only to find that Orcus lost – oh, excuse me – traded Tilly's soul to Tiamat, an undefeated 5 headed dragon.

[Scene 4] At Agnes' place of work – the very high school Tilly attended – Agnes and her friend and coworker, Vera, talk relationships (playing D&D with a high school kid, how Miles feels about the situation) –

The group fight against Bugbears, the effort providing a bonding moment for Agnes and Tilly. As the group learns who Tiamat is and that Tilly is the only one to survive a battle with the dragon, the group move on in their journey to Tiamat – going to face the 3 great guardians to Tiamat. [Scene 6] For their first guardian, they face Farrah the Faerie (RIP random adventurer Steve) with Tilly casting a fatal magic missile to defeat Farrah.

[Scene 7] Miles happens upon Chuck at Agnes' house and thinks she is cheating on him with Chuck.

[Scene 8] Agnes learns that Tilly's D&D character (and the person behind

¹ Adapts the synopsis from: The Court Theatre, "She Kills Monsters," About, accessed December 17, 2024, <https://courtheatre.org.nz/about-the-court/past-seasons/ryman-healthcare-2024-season/she-kills-monsters-2/>.

the character) is gay. Agnes does not handle this well. Evil Gabbi and Evil Tina, a pair of cheerleader succubi, descend and target Tilly – turning her from a badass Dungeon Master girl-nerd to an average everyday geek-girl persona.

[Scene 9] At Vera's office, Agnes runs into Lilith (Lily) and boxes her into saying she is gay, and that Lily knew Tilly. Obviously this doesn't go well and Vera calls Agnes out for her actions, lack of awareness for the social context, and ignoring the power dynamics influencing the interaction.

[Scene 10] Tilly and Agnes have a heart to heart about the bullying by Evil Gabi and Evil Tina and meeting the real Lilly. But Chuck reminds Agnes that the interactions with Tilly are not real and that is really him she is speaking with. With a bit of force, Agnes gets Chuck to continue, and he reveals that Tilly wrote something for Lilly. Tilly (via Chuck) asks Agnes to bring it to her.

[Scene 11] Miles and Vera have a shouting match with poor student Steve caught in the middle, arguing about Agnes cheating on Miles with Chuck and questioning / analyzing Miles' commitment to Tilly. All that, only to realize that Agnes is just playing D&D.

Agnes faces a mild crisis about two things: 1) thinking that her sister doesn't need her and 2) that the effort to learn the game is not panning out as she hoped. They encounter the second guardian – a demonic Jello cube that shapeshifts into Miles. During the battle, Tilly and Agnes argue over how Miles ruined their relationship (RIP Adventurer Steve again). Agnes kills the Miles-shaped-Jello mold doppelganger.

[Scene 13] Evil Tina and Evil Gabbi come into Agnes' office; they claim to be best friends with Tilly. As Agnes chases them out of her office - Tilly appears and talk through Agnes' unmarried status.

[Scene 14] Miles asks to join the game because it is important to Agnes. As the team plus Miles prepares to face the next boss, Evil Tina and Gabby appear again. During the ensuing battle, Lilith dies. Agnes asks Chuck to bring Lilith back, but the intention quickly shifts to Tilly. Agnes quits.

[Scene 15] Agnes continues packing up Tilly's things. Vera listens as Agnes reflects on the Tilly she knew and the Tilly she's come to know through the game. Chuck invites Agnes to visit a friend's house, revealing Ronnie (Orcus) and Kelly (Kaliope) in their average life. They remember Tilly and how the game let them live their wishes. Agnes finally gives the letter to Lilly. Agnes finally locks in to finish the game.

[Scene 16] Agnes quickly defeats the Third Boss: The Beholder and then learns about Tiamat – the shapeshifter (RIP Steve again). Lilith steps out from the shadows – alive when she was supposed to be dead. Agnes

slowly realizes that her group of heroes were really traditional D&D monsters all along. Tilly emerges as Tiamat. As Agnes battles and defeats Tiamat, the real Tilly arises. The two sisters connect, really and truly, providing closure for Agnes and of course, the end of the Quest for the Lost Soul of Athens.

About the Playwright



Qui Nguyen²

Name Pronunciation: [khu-wee] [guh-when]³

Playwright, screenwriter, fight director, and co-artistic director of the award winning Vampire Cowboys⁴

- Works are known for the use of pop-culture, stage violence, puppetry, and multimedia → Culturally savvy comedy
- Vampire Cowboys is often credited for being the pioneers of “geek theatre”
 - Only theatre company known to be sponsored by the NY Comic Con

Selected Works

- Awards
 - 2016 Steinberg New Play Award (*Vietgone*)
 - 2013 AATE Distinguished Play Award (*She Kills Monsters*)

² Unless otherwise noted, this section's info is pulled from <https://quinguyen.netfirms.com/bio.html>

³ Broadway.com, *Tales from the Script: VIETGONE Playwright Qui Nguyen*, an interview with Qui Nguyen (Nov 08, 2016; YouTube, video, <https://youtu.be/HZJwRAfMAmg?si=Ug7qdv4d8YFPg2Vc>).

⁴ <https://www.vampirecowboys.com/bio.htm>

- 2012 & 2009 GLAAD Media Award nominations for *She Kills Monsters* and *Soul Samurai*
- Memberships
 - Writers Guild of America
 - The Animation Guild
 - Dramatist Guild of America
 - Ensemble Studio Theatre
 - Ma-Yi Writers Lab
- Alumnus of
 - New Dramatists
 - Youngblood
 - Marvel Studios Writers Program
- Plays
 - *Vietgone*, premiered 2015⁵
 - *She Kills Monsters*, premiered 2011 and revised 2016⁶
 - *Alice in Slasher Land*, premiered 2010⁷
 - *Soul Samurai*, likely premiered 2009, published 2010, and revised 2024⁸
- Films and Series
 - *Strange World*, Disney, 2022⁹
 - *Raya and the Last Dragon*, 2021¹⁰
 - *Peg+Cat*, PBS Kids, 2013¹¹

Influences for SKM

An interview with Qui Nguyen by TheatreMania¹²

SKM is about “female gamers, female D and D players who get to slay a dragon and save the world through the kind of *Dungeons and Dragons* way” ... “using physical strength to beat the crap out of the bad guy to save the world”

An interview with Qui Nguyen by Concord Theatricals (10 year anniversary)¹³

Swearing

Qui grew up learning English through blue-collar language styles, meaning “expletives were natural modifiers.” School and his teachers never corrected him or explained why curses were not typically accepted. His childhood friend Chuck Bryce was the one who finally explained. When Qui asked by the words were “bad words” – like if they were homophobic, racist, or other -ist / -ic –

⁵ <https://www.concordtheatricals.com/p/62149/vietgone>

⁶ <https://www.concordtheatricals.com/p/8807/she-kills-monsters>

⁷ https://www.playscripts.com/play/2352?srsId=AfmBOoruq_qmYui2WiFikvM4oSl4a9BxQ2ac_GjPVwuJLjJ8PNpn5U

⁸ <https://www.broadwayplaypublishing.com/the-plays/soul-samurai/>

⁹ <https://movies.disney.com/strange-world>

¹⁰ <https://movies.disney.com/raya-and-the-last-dragon>

¹¹ <https://pbskids.org/peg/>

¹² https://www.theatermania.com/news/interview-how-qui-nguyens-off-broadway-plays-led-him-to-disneys-raya-and-the-last-dragon_92031/

¹³ See link to see full interview: <https://youtu.be/-OBfW6SUI5k?si=iU90D0PHrSj4LJn>

Chuck didn't have the answer except that "a whole bunch of boring people got together and said these words are bad because English can't evolve or ever be interesting."

Chuck became tour guide into everything Americana (comic books, Si-Fi, playwrighting). Chuck wrote comedy skits and the first time he allowed Qui to act in one, Qui found what we wanted to do for the rest of his life. Chuck also introduced Qui to D&D – turning monsters into the bullies in life and the maidens into his crushes.

D&D

Qui's experience of D&D was more than just a game but included growing up and sharing unique experiences of the world in a group of awkward teenagers. D&D was about brotherhood and the best times of his life – and then high school (lol).

In college, Qui and Chuck lost touch. But in summer 2021, their paths crossed again at a gas station. As they caught up, Chuck asked Qui to get a beer. Qui declined because he wanted to get going for a theatre internship. But Qui promised to come back and get that beer. Qui remembers Chuck saying, "I'm proud of ya, I love ya. I just want you to make a big noise in the big city so I can hear it one day." And their lives diverged further: family for Chuck and career for Qui.

She Kills Monsters

In 2006, the opening night of the very first off-Broadway show, Qui got a call that Chuck passed away from leukemia. A regret in Qui's life was that he never got that beer and the chance to tell Chuck, "Thank you for being my friend. Changing my life. Introducing me to everything I love. .. Thank you for making me the man that I am. And I'm sorry I never got that beer."

In 2011, Qui wrote *She Kills Monsters* in honour of Chuck (and another group of anonymous women who influenced him). He wanted to make "a big noise in a big city for my BF in heaven to hear" – meaning that the intention of the show was not to become what it did. The show kept getting produced year in and year out, becoming one of the most produced shows. Qui says, "hundreds of kids have brought my best friend Chuck back to life on that stage" and he's back at that kitchen table playing D&D again.

Trigger Warning

She Kills Monsters interweaves many layers of relationship and identity while being set in Athens, Ohio 1995. As such, some of the humours and cultural references may be outdated for the modern audience. The play contains the following: depictions of an LGBTQIA+ experience

in 1995 – ranging from closeted and out lesbian relationships, bullying and homophobia; grief and loss (off-stage death of family members); strong language; staged violence and intimacy; and sexual references.

KeyPoints

Athens, Ohio, 1995



Between the census years of 1990 and 2000, Athens County, Ohio had populations of 59,549 and 62,223 respectively.¹⁴ Athens, Ohio is in the southwest corner (ish) of the state.¹⁵

Please click here for a history on Athens, Ohio that is outside the scope of this packet:

<https://www.ci.athens.oh.us/DocumentCenter/View/180/Phase-I-Plan-11-History-Culture-and-Image>. As a note, Athens was built on the salt production via underground mines.

In reviewing Ohio University newspapers of the year, it seems that the political leaning was Republican.¹⁶

On a broader scope – Ohio saw severe storms and flooding in 1995.¹⁷ Additionally, the Rock and Roll Hall of Fame opened in Cleveland (4 hour drive from Athens) and the Bosnian Peace Agreement was signed at Wright-Patterson Air Force Base (2.75 hour drive from Athens).¹⁸

The US also saw some notable historical moments.¹⁹ Early in the year, the Republican party took control of Congress (Jan). Bernard Harris becomes the first black man to walk in space (Feb). Pop star Selena was murdered by her fan club president (March). Oklahoma City experienced a bombing (April). The US space shuttle docks with Russian space station (June). The US establishes diplomatic relations with Vietnam (July). Barack Obama's "Dreams from My Father" was published (July). Michael Jackson earns 12th and final solo #1 with "You are Not Alone" (Sept). A manifesto by Unabomber is published in the hopes of identifying the person sending homemade bombs in the mail (Sept). Mexican American voting rights advocate Willie Velasquez was awarded the Presidential Medal of Freedom (Sept). O.J. Simpson was acquitted (Oct). Million Man March – when an enormous crowd of mostly African American men demonstrating on the National Mall to see Congress act in the interests of African Americans AND combat negative stereotypes of black men – happened at the National Mall (Oct). For a more complete and US-global break down by month in the year 1995, see this link:

<https://www.historic-newspapers.com/blog/1995->

¹⁴ <https://dam.assets.ohio.gov/image/upload/development.ohio.gov/research/census/Population-and-Household-Counts-for-Governmental-Units-2010-2000-and-1990.pdf>

¹⁵ <https://athensohio.com/about/>

¹⁶ <https://media.library.ohio.edu/digital/collection/studentnewspapers/id/73790/>

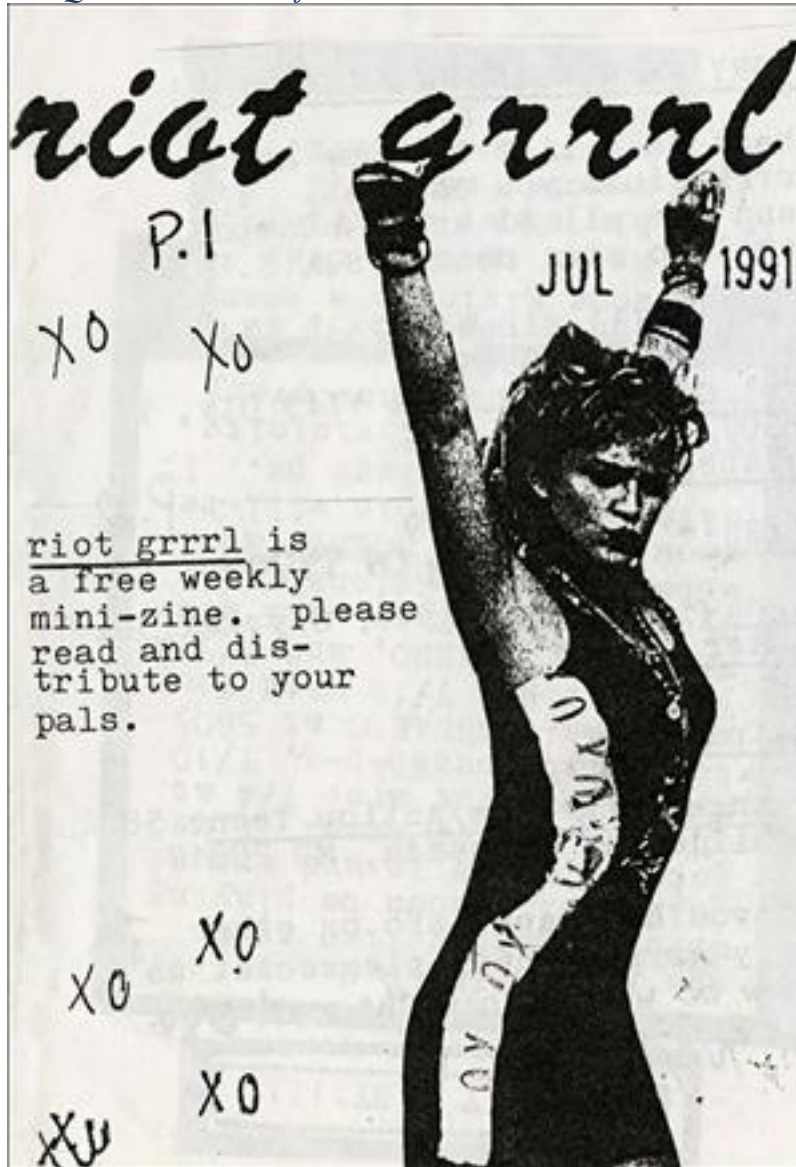
¹⁷ https://www.co.athensoh.org/departments/emergency_management_agency/historical.php

¹⁸ <https://www.ereferencedesk.com/resources/state-history-timeline/ohio.html>

¹⁹ <https://www.history.com/this-day-in-history/year/1995/page/2>

[timeline/?srltid=AfmBOort95wNRUJgT4raZ3PvQX68dl9SuKykJkkazPEQT1VMIpWyYk5b.](https://www.nypl.org/blog/2013/06/19/riot-grrrl-movement)

The Queer Feminists of the 1990s: Riot Grrrl



Summary: <https://www.nypl.org/blog/2013/06/19/riot-grrrl-movement>

More in depth: <https://www.historylink.org/file/22505>

About the zines: <https://daily.jstor.org/start-a-riot-and-a-zine-grrrl/>

1991 Riot Grrl Manifesto:

<https://www.historyisaweapon.com/defcon1/riotgrrrlmanifesto.html>

Video: <https://youtu.be/tAbhaguKARw?si=I1JMsfo3SSc2OyzR>

Scrawl²⁰ a band from Columbus, Ohio: <https://youtu.be/Fo-RMCiliG4?si=gFjPMpqwqQ7F35ZV>

²⁰ <https://www.dailyrindblog.com/underground-music-a-celebration-of-riot-grrrl/>

Other Music and Arts

Here are some externally curated playlists of the year:

- <https://www.acclaimedmusic.net/year/1995s.htm>
- <https://www.billboard.com/charts/hot-100/1995-01-01/> (Jan)
- <https://www.billboard.com/charts/hot-100/1995-06-24/> (June)
- <https://www.billboard.com/charts/hot-100/1995-09-30/> (Sept)
- <https://www.billboard.com/charts/hot-100/1995-12-16/> (Dec)

An idea of what was going on before, during, and after(ish) 1995...the Grammy Awards:

- 38th (Feb 1995): <https://www.grammy.com/awards/38th-annual-grammy-awards>
- 37th (Feb 1994): <https://www.grammy.com/awards/37th-annual-grammy-awards>

Theatre

- <https://playbill.com/article/the-year-in-review-1995-com-100637>
- <https://www.broadwayworld.com/grossescumulative.cfm?year=1995> !

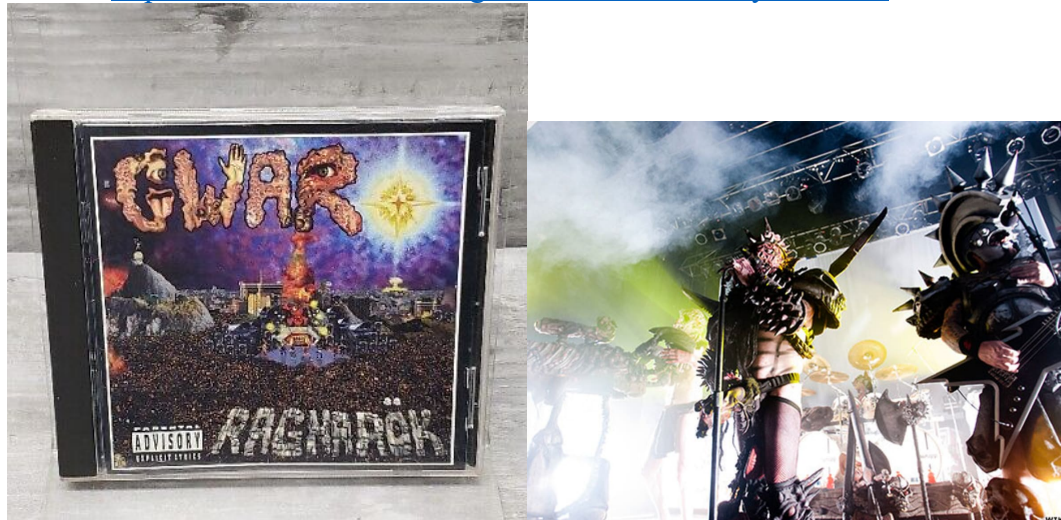
Spotlight: Gwar (a heavy metal band)

A link to a live performance circa 1995:

<https://youtu.be/-bpP9yckGkg?si=1TtSdZoZkL5sH2R4>
(just a heads up – lots of skin showing)

Some statistics on Gwar in 1995:

<https://www.setlist.fm/stats/gwar-4bd63b7a.html?year=1995>



Dungeons and Dragons (D&D)

Overview²¹

Dungeons and Dragons is a role-playing game (RPG). The game is about stretching your imagination. Instead of a board game where the goal and obstacles are on a flat piece of cardboard, in front of you, imagine a maze. There is an exit somewhere, but you are not sure where it is. Given enough time, you will find the exit but the only way to find it is to step in and start walking. To keep things

²¹ <https://archive.org/details/player-s-handbook-2nd-edition-2101/page/9/mode/1up>

interesting, the obstacles become monsters. To face these monsters in the maze, you have weapons and protections. In addition to yourself, there are other players that can interact with you for better or worse.

And now the game is no longer bound to a physical board game. It is somewhere you can't exactly see it. And you give the game to another player to be the referee. The referee tells you what they see in the game. You are told what you can see and where you are. You communicate with the referee about your moves, and they move your piece for you. As the referee talks to you, mentally imagine the world around you. And you've done it: you constructed a simple role-playing game. But in D&D language, the referee is called the Dungeon Master (DM).

At its core, the player is placed in an unknown or dangerous situation created by the referee and must then work their way through the situation. The player adopts the role of a character and then guides the character through an adventure. The player makes decisions, interacts with other players and their characters. Whenever the character is called to do something or make a decision, the player pretends that they are in the situation and chooses an appropriate course of action.

A typical game can be 4-8 hours broken up into 1-3 playing sessions. Each game has a goal which gives direction for the adventure. The point of an adventure is not to win, but to have fun while working towards the common goal. Once an adventure is completed, the character(s) can go on for new adventures. A series of adventures is called a campaign.

An important note on time in the world of D&D: the length of a particular adventure does not need to impose an artificial limit on the length of the game.

Needs:

- Space
 - A comfortable arrangement around a table with the DM at the head
 - Room for
 - Papers
 - Pencils
 - Dice
 - Rule books (players handbook)
 - Drinks
 - Snacks
 - DM-specific needs
 - Space for maps, dice, rule books, and assorted notes
- Required Materials
 - Character sheets (see page ____)
 - Use pencil! The details will change as the game progresses.
 - A set of polyhedral dice
 - A set consists of 4-, 6-, 8-, 10-, 12-, and 20-sided dice
 - A shorthand for the dice is the following:

- [# of dice]d[numeral for the type of dice]
- Example: roll one 6-sided dice → roll 1d6
- There is something called “percentile dice” or “1d100”. Please see page 9 and the bolded section for more on this:
<https://archive.org/details/player-s-handbook-2nd-edition-2101/page/9/mode/1up>
- Graph paper to map group progress
- Scratch paper
- Miniature figures (useful for tracking character location in things like battles)

*Editions of the Game*²²

D&D has gone through many editions with each one ranging from minor printing differences, variations, and supplemental differences. Within most editions, there are 3 core books: a Player's Handbook, and DM's Guidebook, and a Monster Manuel.

While there seems to be contention in the D&D world regarding the number of actual editions. I will go over what most agree on as the 5 major ones:

1. Original Dungeons and Dragons – 1974
2. Advanced Dungeons and Dragons 2nd Edition– 1989²³
3. Dungeons and Dragons 3rd edition – 2000
4. Dungeons and Dragons 4th Edition – 2008
5. Dungeons and Dragons 5th Edition (current) -- 2014

Second Edition – A Closer Look

In the 15ish years between the first edition and 2e, the game grew to the point that it eventually had 12 hardcover rule books. That's a lot to navigate and unwieldy too. So 2e took on the task, among others, to reorganize and recombine all the information into a manageable package.

2e is not any one person's statement on they think the game should be. This edition took 3+ years of discussion, consultation, review, and play-testing.

The Second Edition (2e) of the game saw some changes including:

- a cleaned up presentation of the game
- reorganized, clarified, and streamlined rules
- fixed points in the game that didn't work
- what did work remained the same

The biggest changes from 2e and Advanced Dungeons and Dragons were the chapters on Character classes, combat, and experience.

²² <https://olddungeonmaster.com/2021/06/26/how-many-dd-editions-are-there/>

²³ There is technically a version between what I've labeled as original and advanced 2nd edition. The one in between these is just Advanced D&D. I decided to list the Advanced D&D 2nd Edition as the one likely referenced in the show.

As a note, 2e exclusively uses he, him, his pronouns. Please see page 8 for a direct note on the use of pronouns and female (ex?)inclusion by this choice

(<https://archive.org/details/player-s-handbook-2nd-edition-2101/page/8/mode/1up>).

Character List in Order of Appearance

Narrator

Tilly / Tillius the Paladin

Tilly²⁴

“Mighty in battle” (German)

Tillius the Paladin²⁵

Latin for “downpour” or “heavy rain”...relentless determination

Agnes²⁶

“pure” “chaste”

Chuck²⁷

possibly a nickname of “Charles.” Charles comes from the German *cheorl*, meaning “free man”

Significant meaning to Qui Nguyen (see “Influences”)

Miles / Miles-Version-Gelatinous Shapeshifting Cube

Miles²⁸

Latin for “soldier,” often associated with Rome and Roman approaches to conquest / empire

Lilith / Lilly

Lilith²⁹

Arabic for “of the night”

Jewish culture – female demon, first wife of Adam before Eve (synonymous for rebellion and independence)

Lilly³⁰

references the lilly flower (due to spelling differences could be the standard lily or the lilly pilly flower in Australia)

Kaliope / Kelly

Kaliope³¹

Greek mythology, “beautiful voice,” a deity of epic poetry and eloquence (one of the 9 muses)

Kelly³²

possibly a shift in pronunciation of ancient Greek *kalos*, meaning beautiful. Does have further meanings from an Irish linguistic standpoint.

Orcus / Ronnie

Orcus³³

the ancient roman god of the underworld (Eg. Pluto, Hades)

Ancient roman underworld

Ronnie³⁴

“bringing victory”

²⁴ <https://www.thebump.com/b/tilly-baby-name>

²⁵ <https://namesaurus.com/name/tillius/>

²⁶ <https://www.ancestry.com/first-name-meaning/agnes>

²⁷ <https://www.babycentre.co.uk/babynames/1023371/chuck>

²⁸ <https://www.ancestry.com/first-name-meaning/miles>

²⁹ <https://www.ancestry.com/first-name-meaning/lilith>

³⁰ <https://www.ancestry.com/first-name-meaning/lilly>

³¹ <https://www.behindthename.com/name/kaliope>

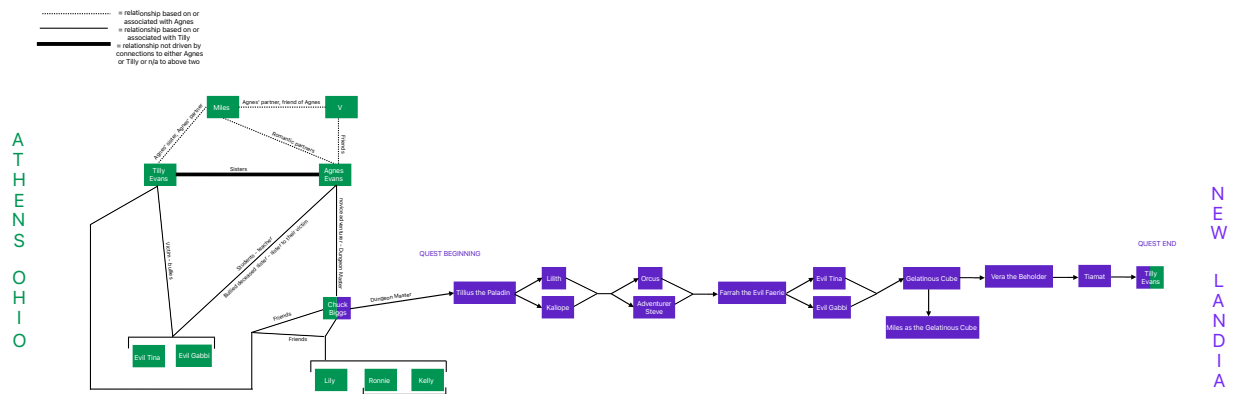
³² <https://www.behindthename.com/name/kelly/comments/history>

³³ <https://www.dictionary.com/browse/orcus>

³⁴ <https://www.ancestry.com/first-name-meaning/ronnie>

Steve ³⁵	Greek origin, “crown, garland, wreath of honor”
V ³⁶ / the Beholder	[Vera] Slavic origins meaning “faith”
Farrah ³⁷ the Evil Faerie	meaning “ironsmith” – from a period of time when a person was identified by their profession
Evil Gabbi ³⁸	Hebrew origins for “heroine of god” and “god is my strength”
Evil Tina ³⁹	Latin origins, “follower of Christ, majestic, warlike, healthy, strong”
Monsemble (Monster Ensemble)	

Character Relationship Map⁴⁰



Please click the following link for a map of character relationships:

https://drive.google.com/file/d/148RmGcTk9aN3461VpZg0oAi6j_42bDYYV/view?usp=sharing.

You can zoom in on the map using the link (sorry the font is so small).

Character Sheets (...A continual work in progress)

Per the request of the director, this packet will not have a curated description list of each character. Instead, you – the actor – will develop your own character sheet. A character sheet is a local hub of information on a given D&D character.

While I will attempt to break down the Second Edition (2e) Players Handbook

(<https://archive.org/details/player-s-handbook-2nd-edition-2101/mode/2up>), the main purpose in this section is a sort of quick guide. The Player's Handbook has more explanations and details than are provided in this packet.⁴¹

³⁵ <https://www.thebump.com/b/steve-baby-name>

³⁶ <https://www.ancestry.com/first-name-meaning/vera>

³⁷ <https://www.ancestry.com/first-name-meaning/farrah>

³⁸ <https://www.thebump.com/b/gabbi-baby-name>

³⁹ <https://www.thebump.com/b/tina-baby-name>

⁴⁰ Developed by Lucia (Bex) Heese

⁴¹ The information in this section is the boiled down version of the 2e Players Handbook. I reference this source a lot in this section.

For a PDF of the character sheet, please see this link:

<https://drive.google.com/file/d/1aTuC656oeO0skKeVoUkcjcwZXSnwNqeL/view?usp=sharing>

PLEASE READ THI SECTION FIRST!

A broad strokes understanding of character and character is most important. This section is an extremely condensed version of the steps outlined in the 2e Players Handbook.

If you would like to learn more details, you are welcome to view the 2e Players Handbook. Focus on the rules and steps that break down your character.

For the named characters, such as but not limited to Agnes, Tilly, Kelly, and Lilly, will also need to know who they are outside their D&D counterparts.

1. Calculate and Fill in Ability Scores
 - a. Abilities⁴² determine how you will play the character:⁴³
 - i. Strength
 1. Muscle, endurance, stamina
 - ii. Dexterity
 1. Eye-ball coordination, agility, reaction speed, reflexes, balance
 - iii. Constitution
 1. Physique, fitness, health, physical resistance (aka survivability)
 - iv. Intelligence
 1. Memory, reasoning, learning ability
 - a. Languages
 - v. Wisdom
 1. Enlightenment, judgement, guile, willpower, common sense, intuition
 - vi. Charisma
 1. Persuasiveness, personal magnetism, ability to lead
 - b. The difference between level and ability score is the following (for 2e):
 - i. Level = character's overall progression and power level; evolves with as the game continues
 - ii. Ability score = a specific attribute; usually set when building character sheet
 - c. Bonuses may apply to certain characters.
2. Choose your race⁴⁴ – aka a fantasy species (for the named characters as described by the script)
 - a. Appearance
 - b. Abilities
 - c. Languages

⁴² Reference pages 13-18, 24ish-45 at <https://archive.org/details/player-s-handbook-2nd-edition-2101/mode/2up>. NOTE: each class has minimum requirements for ability scores. Please reference Aforementioned pages and page 25 (<https://archive.org/details/player-s-handbook-2nd-edition-2101/page/25/mode/1up>).

⁴³ See page 13 for descriptions of how these numbers are determined: <https://archive.org/details/player-s-handbook-2nd-edition-2101/page/13/mode/1up>

⁴⁴ Reference pages 20-24ish at <https://archive.org/details/player-s-handbook-2nd-edition-2101/mode/2up>

3. Select the Class and Levels
 - a. Determines the benefits and features of the character. The four major class⁴⁵ categories in 2e include:
 1. Warrior
 2. Wizard
 3. Priest
 4. Rogue
 - b. A “level” is a measure of a character’s power. An increase in level improves character survivability and skills.⁴⁶
4. Alignment⁴⁷
 - a. Alignment guides the character’s basic moral and ethical attitudes towards others, society, good, evil, and forces of the universe.
 - i. Think of this as a tool, not a restriction
 - b. There are two sets:
 - i. Order and chaos
 - ii. Good and evil
5. * Optional * Proficiencies⁴⁸
 - a. A proficiency is a learned skill that is not essential to the class of a character. This is divided into two categories:
 - i. Weapons
 - ii. Non-weapons
6. Money⁴⁹ and Equipment⁵⁰
 - a. To have equipment, the character needs money
 - i. The Dungeon Master usually sets the currency and coin exchange rate.
Some coins include:
 1. Copper piece (CP) [frequently found]
 2. Silver piece (SP) [frequently found]
 3. Gold piece (GP) [more rare]
 - b. Each character has a starting amount of money. How the character got the money is up to you (Eg. life savings, stolen, etc.)

Glossary [under construction]

Prologue

Cate Blanchett LOTR reference
 World of Warcraft
 Massive Multiplayer Online RPG's
 D&D Fantasy armor

⁴⁵ The character’s class determines the rates of improvement in levels.

⁴⁶ A beginning character starts at 1st level. To advance, the character must earn a requisite number of experience points. Players can earn experience points by completing adventures and doing things related specifically to their class. Reference pages 24ish-45 at <https://archive.org/details/player-s-handbook-2nd-edition-2101/mode/2up>

⁴⁷ References pages 46-49, <https://archive.org/details/player-s-handbook-2nd-edition-2101/page/46/mode/1up>

⁴⁸ Reference pages 50-65, <https://archive.org/details/player-s-handbook-2nd-edition-2101/page/50/mode/1up>

⁴⁹ To get your starting funds, reference the table on page 66, table 43 (based on class) and roll the die according to the table.

⁵⁰ Reference pages 66-69 for equipment lists and pages 71-78 for equipment descriptions, <https://archive.org/details/player-s-handbook-2nd-edition-2101/page/66/mode/1up>

Kobalds
Stereo
“Ace of Base”
Gods

Scene 1

Grunge Rocker roadie
Beck's loser
RPG gaming store
The Internet (circa 1995)
56 kilobits per second
Paladin

Scene 2

He-Man action figure
Wannabe b-boy persona
Mace
Maxtrix style music
Underworld's Kate Beckinsale
Armada
Movie poster esque 1995 poster style
Thundercat (dress/fashion)
Democrat in 1995

Scene 3

Friends (TV)
Cheeze wiz (1995)
Tv/vcr combo (1995)
Twins peak marathon (1995)

Scene 4

Mrs. Robinson (late 1990s?)
Pedagogy

Scene 5

Quantum leap
Shrinking violet
Go go (orcus) map
Thursday night must-see TV
ER, Cloonie cat
LL Cool J's “mama say know you”
Cavalcade
Mind flayers
Liches
Umber hulks
Bullettes
A la Reservoir Dogs

Scene 6

TLC's Waterfalls
Faerie (spelling)

Berserker
Hucklebrry
Capoeira
Akido style

Scene 7

Smashing pumpkins double disc
Siaemse Dream
Mellon Collie and the Infinite Sadness

Scene 8

The indigo girls
“the real world”
Madona
Succubus
Dyke

Scene 9

Patchouli
Coach Francone
Lilly is 17 – so likely 1 to 3 years passed

Scene 10

Extrapolate
Blasphemous

Scene 11

D20 scheme
Conundrum

Scene 12

20th level paladin
Cranberries CD
10,000 Maniacs
Forfeited game
Conan the Barbarian
Broadsword

Scene 13

Scene 14

C&C music factory's “gonna make you sweat”
Gary Gygax (pronunciation) (background)

Scene 15

Poison tattoo
A thousand dollars in laser removal
George Michaels
Leg-warmers
Total Betty
Power Rangers
Forearm crutches and cerebral palsy

Scene 16

End of Table Read Questions and Discussion

- Fights were written by SM
- Will make own fights
- A genuinely awesome group
- Schedule
 - Tomorrow – physical work
 - Wednesday – first fight workshop
 - Thursday – world and play of D&D
- Weapons and Monster
 - Bessie has connections that will loan entire cache of weapons
 - Lots of weapons
 - Beholder is borrowed
 - Hopefully renting a 5 headed dragon Tiamat
- Set is in progress
- Blood? Focus more on physical fighting
 - *Maybe for Lilith's death*

Scheduling

- Can do F? yes, an option
- Two M holidays – want the break...will take than Monday, Feb 17th?
 - For now – some Fridays are pref to that Monday
-