

THE LOST SIBLING

CHARACTER SHEET

Players should first choose their roles, but not fill out their own character sheets. They should all read the 'what everyone knows' and 'what you know' sections on their character sheets. All players will then collaboratively create the character sheet for The Lost Sibling.

Cut up this sheet along the lines, then pass the cut up sections of this character sheet to the players to fill out. Afterwards, tape all three sections back together and read the character sheet aloud so that everyone is familiar with the Lost Sibling. Players may now fill out their own character sheets.

The Parent answers the following questions:

What was the child's first name?

What is your family surname?

A couple years ago you left the Lost Sibling unattended to play in the backyard for a short time. When you came back to check on them they were gone. What was your last memory of your missing child?

The Older Sibling answers the following question:

Given the age gap it was harder to connect with your Lost Sibling. What did they used to do that annoyed you?

The Younger Sibling answers the following question:

How did would you describe your friendship with your Lost Sibling? What games did you enjoy together?

THE PARENT

CHARACTER SHEET (Page 1/2)

What everyone knows:

It's the early 1970s in a small town called Mokotan Bay on the east coast of the USA. Your town is home to Merry Island, a theme park built on an island just out in the bay. Once upon a time it was a thriving family destination, but the golden age of Merry Island is winding to a close. You hear the park is closing soon.

You are playing a family of three with a complicated history. The players are: the single parent, the older sibling (age 16) and the younger sibling (age 7).

There used to be another member of the family too - but they vanished a few years back. They were playing in the backyard and were left alone for a short time. The next thing anyone knew they had just vanished. If they're still alive today they would've turned 6 this year. You're all dealing with that loss in different ways.

The single parent doesn't have custody of their children. They messed up pretty badly and now the two children live with a foster parent.

In this story the family will be re-united and those family bonds will be tested more than they ever have before.

What you know:

This town used to have strong fishing industry - and you used to be a part of it. That was until the fish cannery packed up and moved operations overseas. That was before the kids were born. That theme park was meant to revitalize this town with all its new restaurants and hotels - but that just ended up dying a slow death due to lack of tourists. This town is unlucky - and so are you.

You feel responsible for the loss of your missing child. Part of you still longs to catch a glimpse of your lost child. You would do anything to see them again. But you still haven't processed responsibility for your actions that led you to losing custody of your other children.

But this weekend is a special because it marks the first opportunity for the family to be reunited in a long time. You not only lost custody of your children, but also any visitation rights. This weekend is a trial situation where subsequent visits may be granted providing the children consent to future visits.

THE PARENT

CHARACTER SHEET (Page 2/2)

*Note: The parent is the most complicated character sheet.
Read all of this information and fill it out in any order that makes sense to you.*

Your Goal:

It's time to show your kids that you're still a cool parent who is fun to be around. Unfortunately, you are still hampered by bad habits of the past and your idea of parenting is pretty woeful. Do your best – whatever "your best" looks like.

Questions:

What did you do?

Following the loss of your youngest child things just didn't feel right. You weren't right. You ended up doing something that you're not proud of and that ultimately cost you your other two kids. Perhaps you became a drug or alcohol addict? Perhaps you left the country and abandoned your kids. It's up to you decide what you did, but make it something specific. Whatever it was it ruined your family.

(Note: Because it's important that the other players have some lingering, buried affection for their disappointing parent, physical abuse of the children is 100% off the table.)

What did you tell them?

During character creation you must take your kids aside and explain to them separately what you did. You can frame this however you wish; as a letter, as a phone conversation etc. You will handle each of them differently, according to their ages.

- For the Older Sibling you burden them with (most of) the truth of what you did.
- For the Younger Sibling you tell them almost nothing - give them the child friendly version.

Questions

1. What's your family history and how did you become a parent?

2. What did you do for work after the crash of the local fishing industry?

3. What's your name?

THE OLDER SIBLING

CHARACTER SHEET (Page 1/2)

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What you know:

When your parent messed up and that they messed up in a big way. Once the Single Parent player is ready they will take you aside and tell you the truth of what they did.

You know that the town wasn't always home to a theme park. You know that fishing or something used to be big here. Until one day for some reason it just wasn't.

You know that your parent is taking care of you this weekend. This is a big deal, because they lost all custody and visitation rights before. You asked your foster parent if this would be a regular thing and they said "that's up to you to decide." You know they explained much less of this to your younger sibling. They just told them that your parent was looking after you both as a "special treat."

THE OLDER SIBLING

CHARACTER SHEET (Page 2/2)

Your Goal:

Protect your younger sibling from whatever they need protecting from. Including your own parent. They're not getting let back into your life unless they prove themselves. You consider The Parent guilty until proven otherwise.

Questions:

1. Sometimes you just need to let off some steam. What illegal and/or dangerous activity has been your outlet? And how do you keep it a secret from your foster parents?
2. School has always been tough for you, but what is the one class you excel at and enjoy?
3. You've been thinking about your future if you stay in this small town. It doesn't look good. What's the worst thing you can imagine happening with your life if you stick around?
4. What is your name?

THE YOUNGER SIBLING

CHARACTER SHEET (Page 1/2)

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What you know:

You would be surprised that not all kids were lucky enough to grow up with a theme park right in their front yard. Of course, not all kids are unlucky enough to lose their younger sibling or don't get to see their parent anymore. You may not entirely understand your family history. At some point when they are ready, the Single Parent player will explain why you had to go live with a foster parent in a way that a child can understand.

A few days ago your foster parent sat you down and asked if you would like to see your parent again. They explained that your parent would be looking after you this weekend. They called it a "special treat." You don't know any more than this.

THE YOUNGER SIBLING

CHARACTER SHEET (Page 2/2)

Your Goal:

Theme parks are a place to have fun. Whereas others may see danger, you see thrills and excitement. Don't let other peoples' problems get in the way of spoiling a good time. Even if it means being a bit naughty by sneaking or running away, you want to ride all the coolest rides.

Questions:

1. How are you doing in school? What's your favourite subject and why?
2. You have a treasured memory of your parent and your lost sibling being happy together from a long, long time ago. What is this memory?
3. Your foster parent is OK you guess, but they're also pretty dull and un-fun. What is the most boring thing about them?
4. You know your family situation is unusual. When one of your friends asks you about it what do you tell them?
5. What is your name?