

Character Cards 2.0

Smoke on the Water

The Politician

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You are the 2-term unbeaten local political leader. You believe that technology and economic prosperity is the key to improving people's lives. Over the last decade you have increased partnerships with the Industry and created an unprecedented economic boom in the area. You maintain a close friendship with 'The Industry Tycoon' that is often shown in the wrong light by the Media. The polluted lake is proving to be a thorn in your flesh.

Relationships to other players

Close friends with The Industry Tycoon.

Feel threatened by The People's Leader.

Watchful of The Media Mogul.

Motivation: Win the next election successfully and make yourself visible at a national level.

Core Skills:

- Pass a law
- Detain a player for one round
- Protect another player for one round

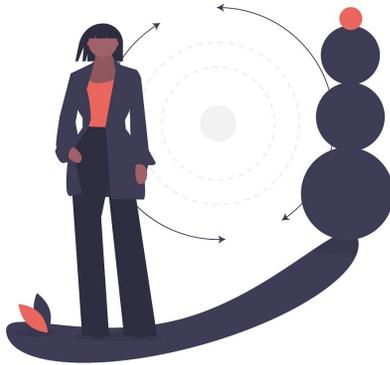
Die Roll: Determines success of the move.

Special Ability: Veto - You are allowed upto 2 chances during the game to reject any proposal made by the other players.

Weaknesses: You feel that people don't know what's best for them. Remember that the residents can pass a no confidence motion and put you up for re-election.

Leader of the Fishing Tribe

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The fishing tribe has existed near this lake for hundreds of years. You are the latest descendant of a long line of tribe chieftains. You are educated, independent and tenacious. In the last decade, the lake has become terribly polluted and members of the tribe now have abandoned fishing and depend on daily wage work in the area to survive. This hurts their and your dignity. You want to prove yourself by saving the lake and the traditions of your people.

Relationships to other players

Close friends with The Environment Warrior

Feel threatened by The Industry Tycoon

Watchful of The Politician.

Motivation: Clean the lake and make fishing viable again.

Core Skills:

- Raise awareness
- Hunger Strike
- Ancient Curse

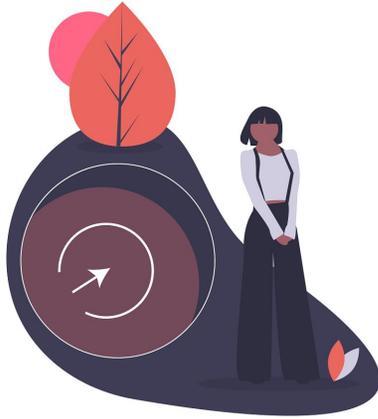
Die Roll: Determines success of the move.

Special Ability: Protest - You can call upon your tribe to launch a protest once during the game. This blocks the industry and residents from doing anything for one turn.

Weaknesses: Your tribe members now take on roles as daily wage workers in the new economy. They are divided and open to accepting bribes to stay silent.

The Environment Warrior

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From a very young age you preferred trekking mountains to climbing stairs; gushing waterfalls to busy streets; the serenity of a forest to the insanity of the city. Reports of climate change anger you. The extreme pollution of the lake pushed you over the edge. It is time to reclaim what belongs to nature. It was here before humans started destroying it and is under extreme threat.

Relationships to other players

Close friends with The Tribe Leader

Feel threatened by Industry, Residents and Politician.

Watchful of The Media.

Motivation: Clean the lake and stop all pollution at any cost.

Core Skills:

- March for Awareness
- Media Smear Campaign

Die Roll: Determines success of the move.

Special Ability: Offensive Defense - You can launch an eco-attack on the Industry/Residents and stop them from functioning for a turn

Weaknesses: You are low on funding, have a single agenda and are more or less a lone-warrior. People want to support you, but aren't really going to do anything drastic to help,

The Media Mogul

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You control all print, news and television media in the area. You've grown up the ranks over the years and believe that whoever controls the media controls the world. Your media house is known for popular, sensationalist and caricatured content. It might not be classy but the content has high viewership. The lake incident has caught your attention and you want to use it to cement your position as a national media mogul.

Relationships to other players

Close Friends with People's Leader

Watchful of Everyone Else

Motivation: Lead your media house through successful campaigns and make it visible at a national level.

Core Skills:

- Publish campaigns & stories for other players
- Support Other Players
- Limit Other Players

Die Roll: Determines success of the move.

Special Ability: You can create a Breaking News special once that can push any agenda of your choice to all viewers.

Weaknesses: You don't have a strong relationship or alliance with anyone. Everyone views you with a certain level of suspicion but depends on your content to stay updated with the world.

The People's Leader

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Your family put their money together and bought a lake facing house at great expense. Over the years the stench in the house and quality of water has gotten worse. You have helped many other residents deal with these issues and the people around trust you. You lead citizen groups and local community initiatives to save the lake. The lake incident was the last straw. The residents are looking up to you for leadership and guidance.

Relationships to other players

Close friends with The Media

Feel threatened by Industry, Politician and The Tribe.

Watchful of The Environment Warrior.

Motivation: Bring back the lake's splendor and cement your position as a people's leader.

Core Skills:

- Call for a vote
- Civil Disobedience
- Citizens Clean Up

Die Roll: Determines success of the move.

Special Ability: Vote of No-Confidence - Elected Representative instantly loses office and must be re-elected

Weaknesses: Some of the citizens who claim to support you either work for the local industry or pollute the water themselves. This is always at the back of your mind.

The Industry Tycoon



You and your company built this area into what it is. You know you're responsible for immense prosperity and happiness in thousands of people's lives. You follow every rule you can but doing business and creating a profit is tough so you've cut corners in the past. You are reformed now and are strict. You feel the lake incident is unfairly being blamed on you. You do your share of social responsibility and are focussed on building a great future for the company.

Relationships to other players

Close friends with the politician

Feel threatened by The Tribe & Environment Warrior

Watchful of The Media Mogul

Motivation: Increase profits, grow and become a socially responsible, internationally recognized company.

Core Skills:

- Philanthropic Grant
- Research Investment
- Increase wages

Die Roll: Determines success of the move.

Special Ability: Lay off - You can instantly maximize profit by closing a division - causes residents and industry to stop functioning for a turn.

Weaknesses: Your investors want you to maximize profit and minimize waste. They don't care as much for the environment as they do for stock prices.

