

## Verona

### Romeo Montague:

- **Traditionally gendered as** a he/him man.
  - It would be possible to play the character's gendering as *either* relevant or irrelevant according to the player's preferences.
- **Status/class** - upper-middle/aristocratic.
  - From a noble household, although it is his parents who are Lord and Lady; Romeo does not hold a noble title of his own.
- **Character traits:**
  - Fearless and unafraid of death - he is willing to risk his life to woo the daughter of his enemies in secret, and if he believes the object of his affections to have died, he is likely to immediately join them in the afterlife without hesitation.
  - Impulsive and hot-tempered; whether it is how quickly he might fall in or out of love, make plans for a marriage, or to kill someone who provokes him, even if until that moment he'd been reluctant to fight at all. He is especially stirred to violence out of loyalty to his friends and loved ones, prompted to defence and revenge rather than fighting for fighting's sake.
    - Romeo has frequently attempted to refrain from any fighting and play the peacemaker, but if someone pushes his buttons in the right way, he can throw this pacifism aside and see red, with hot-blooded passion driving him despite his better instincts. It may be that events on the island might affect him in some way - but whether this is him learning to calm himself or to become even more beholden to his emotions and initial instincts is difficult to say.
  - In love with the idea of being in love - until this moment, he had been sullenly writing poetry for Rosaline and bemoaning how devastatingly in love with her, although she had not requited his affections. At the time the Plothole opens, Romeo and Juliet have only just met, with their newfound mutual infatuation completely fresh, new and exciting; it is possible that if Juliet did not return his attention with the same fervor, or if someone else were to show an interest in him, it is entirely possible that he may be more fickle, and his impossibly deep and sudden love for Juliet may change just as abruptly as it did when she became his new muse and he lost interest in Rosaline.
- **You may wish to play Romeo Montague if** you are keen to play a flirtatious character with the "Lover's Heart" archetype, if you enjoy going with the flow and seeing where an impulsive "yes, and" approach may take you, and if you want to begin the game playing a young adult with an established romantic love interest.
- **You may not wish to play Romeo Montague if** you do not want to engage with any romance plotlines, if you want to play a character who is careful and wise, or if you want to avoid suicide as a plot theme.
- **Key Quote:** *"Did my heart love till now? forswear it, sight! For I ne'er saw true beauty till this night."*

## Juliet Capulet:

- **Traditionally gendered as** a she/her woman.
  - It would be possible to play the character's gendering as *either* relevant or irrelevant according to the player's preferences, although there is a lot to be explored re: the importance of their relationship to gender and gender roles.
- **Status/class** - upper-middle/aristocratic.
  - From a noble household, although it is her parents who are Lord and Lady; Juliet does not hold a noble title of her own.
- **Character traits:**
  - Fearless and unafraid of death - she is willing to risk both her own and her lover's lives, talking with her enemies' son in secret. If she believes the object of her affections to have died, or that she may be forced to marry someone else, she is likely to immediately end her own life without hesitation.
  - Independent and stubborn. Although she is a young adult, with a sheltered upbringing, she makes her own plans and contingencies and will not be persuaded otherwise once her mind is set.
    - Her sheltered upbringing also gives her some naïvety - Romeo is the first man she has been courted by, and whilst she is proactive in immediately arranging a secret wedding and honeymoon, she is more than willing to die to avoid marrying Paris (or anyone other than Romeo). She is even prepared to fake her own death to escape her parents' household, but it is still possible that once exposed to new experiences and strange people she would not otherwise have met on the island, her conviction that the *only* options she could consider are eloping with Romeo or dying may be shaken as she encounters others, with much broader horizons now available to her outside of the Capulet manor.
  - A romantic - she does not want an arranged marriage of convenience or for the sake of wealth, rank and title. She has just been swept off her feet by a handsome stranger at a ball, and immediately thrown away all of her previous dutiful obedience to her parents in order to pursue this newfound love.
- **You may wish to play Juliet Capulet if** you are keen to play a passionate character with the "Lover's Heart" archetype, if you enjoy going with the flow and seeing where an impulsive "yes, and" approach may take you, and if you want to begin the game playing a young adult with an established romantic love interest.
- **You may not wish to play Juliet Capulet if** you do not want to engage with any romance plotlines, if you want to play a character who is careful and wise, or if you want to avoid suicide as a plot theme.
- **Key Quote:** *"I will kiss thy lips; Haply some poison yet doth hang on them, to make die with a restorative."*

## **Mercutio Escalus:**

- **Traditionally gendered as** a he/him man.
  - It would be possible to play the character's gendering as *either* relevant or irrelevant according to the player's preferences, although Mercutio is often played as potentially more gender-fluid and/or flamboyant than other male characters.
- **Status/class** - aristocratic/nobility/lower royalty.
  - His cousin is the Prince of Verona and he is a wealthy Count.
- **Character traits:**
  - A hedonist, who is gregarious and promiscuous, but swears he has no interest in romantic love, marriage or "settling down". The wildcard on every stag do and an eternal bachelor.
  - Witty and clever, with lightning-fast snark and sarcasm, always inserting humour into any given situation, whether he's flirting, provoking someone to fight him, or teasing his friends with good-natured quips.
    - However, he does not know when to stop talking and is prone to escalating absolutely everything he can, which, if he's not careful, could have fatal consequences. It is of course possible that events on the island may change him in some way, but if he continues to be as brazen as this, loving the sound of his own Monologues above all else, it is highly likely that he might talk either himself or someone else into serious trouble. The "life of the party" may well die with him if he continues his shameless and inflammatory mocking and wisecracking around armed antagonists.
  - A master swordsman and proud of his prowess, never backing down from a challenge or any opportunity to show off his skills, with his blade as sharp as his wits - always ready to use both.
- **You may wish to play Mercutio Escalus if** you want to play a snarky/sarcastic, witty extrovert with the "Gift of the Gab" archetype, if you're keen to engage in the [Duelling](#) mechanic (whether through physical combat or otherwise), or if you want to play a sassy, flirtatious and mischievous character.
- **You may not wish to play Mercutio Escalus if** you are uncomfortable as the centre of attention, if you would like to play a quiet/reserved/mysterious character, or if you want a low-maintenance, modest/shy/unprovocative, conflict-avoidant role.
- **Key Quote:** *"Men's eyes were made to look, and let them gaze; I will not budge for no man's pleasure, I."*

## **Benvolio Montague:**

- **Traditionally gendered as** a he/him man.
  - Gender is largely irrelevant to the character - players may choose to do something with this or ignore it as they see fit.
- **Status/class** - middle, bordering on upper-middle/aristocratic.
  - His uncle is a Lord, but he does not have any noble titles of his own, nor is he due to inherit one (unlike his cousin Romeo).
- **Character traits:**
  - Good-natured, affable and easygoing. As long as there is no ongoing physical conflict/bloodshed, Benvolio is generally quite laid-back and mild-tempered, happily joining Mercutio for witty banter, consoling Romeo about his unrequited love for Rosaline and being the first to convince his friends to crash the Capulet Ball to party, have a good time and distract the lovesick Romeo. He's up for festivity, dancing and meeting other eligible young people of Verona that it might be fun to carouse and revel with.
  - The peacekeeper; seemingly the only person in Verona except the Prince who tries to be the voice of reason and de-escalate the hot-blooded tensions of gang warfare and violence in the streets. Benvolio physically intervenes but refuses to fight.
    - His attempts to broker peace between the warring parties have not been successful to date. Mercutio also suggests that Benvolio himself has previously been known to have a hot temper and fight in the same way as the others, although it is unclear how true this assessment may be; the fuse may be long, and Benvolio may appear to be composed on the surface, that it's possible that unforeseen events on the island could push him to breaking point, as his constant attempts to mediate have so far been futile.
  - Emotionally mature and thoughtful - where others are quick to anger, passion, love, grief or anything else, Benvolio is often calm, thoughtful and sensible. Whilst he is not without emotion himself, he is often the problem-solver in times of crisis or difficulty, retaining composure whilst reacting to events as they unfold. He'll speak honestly and fairly, but is neither as narcissistic nor as outgoing as his companions, and may come across as much more reserved in contrast.
- **You may wish to play Benvolio Montague if** you want to play a compassionate character with the "Lover's Heart" archetype, if you prefer solving logic puzzles to physical combat, or if you want more freedom of a "blank slate" compared with some bolder characters.
- **You may not wish to play Benvolio Montague if** you want to play a physically aggressive character, if you want to begin with an existing romantic relationship, or if you are especially keen for Magicks such as Alchemy or supernatural characters from another callsheet.
- **Key Quote:** *"I do but keep the peace: put up thy sword, or manage it to part these men with me."*

## Angelica, Juliet's Nurse:

- Traditionally gendered as a she/her woman.
  - It may be challenging to rewrite her from being played as AFAB at a minimum (although any physrep could play the part), having canonically been Juliet's wetnurse. The relevance of her own relationship to gender can, to some extent, be as important or unimportant as the player wishes it to be, although there could be a lot to explore there if desired.
- Status/class - lower/working class.
- Character traits:
  - A bawdy motormouth, who is either unaware or does not care if her talkative nature and lewd anecdotes are bothersome to others, including her noble employers (and total strangers)!
  - Deeply loving, especially where Juliet is concerned, as a surrogate mother figure to her after her own child, Susan, had died young. She offers warmth, counsel and sympathy where her employers (Lord and Lady Capulet) fail to, and will go out of her way (risking her job security and reputation) to assist Juliet wherever she can, secretly conspiring with Romeo, Juliet and Friar Lawrence to facilitate the young lovers' courtship, marriage and honeymoon behind Lord and Lady Capulet's back. Even if she has reason to hate Romeo, she will still hide their clandestine meetings and actively aid them both in this deception. Despite her tendency to overshare, her care for Juliet overrides any instinct to give anything vital away.
    - However, whilst she cares deeply for Juliet, she does not fully understand her. Her comfort with the lovers' misconduct also extends to a level of impropriety that others may consider immoral: she would be willing to suborn bigamy, encouraging Juliet to marry Paris whilst knowing full well that she has just consummated her marriage to Romeo. This inclination towards sinful and more morally grey shenanigans could get her into trouble on the island.
  - Playful, cheeky and mischievous. She deliberately toys with Juliet, who is desperate for the message that the Nurse has from Romeo, comedically delaying and deflecting in good-natured fun before sharing the joyful news with her surrogate daughter.
- **You may wish to play Angelica, Juliet's Nurse if** you want to play a talkative, bawdy character with the "Entertainer" archetype, if you want to play a working-class/low-status character, or if you are keen to explore themes of Family.
- **You may not wish to play Angelica, Juliet's Nurse if** you want to play a military/combat-focused character, if you would like to play a quiet/reserved/mysterious character, or if you are looking for something specific such as your own romance at the centre of your plot, or a supernatural character from another callsheet.
- **Key Quote:** *"I am the drudge and toil in your delight, but you shall bear the burden soon at night."*

## **Friar Lawrence:**

- **Traditionally gendered as** a he/him man.
  - Gender is largely irrelevant to the character - players may choose to do something with this or ignore it as they see fit.
- **Status/class** - middle.
  - Respected clergy, educated but not nobility or royalty.
- **Character traits:**
  - Level-headed, even when others are having an emotional breakdown. He calmly offers guidance and advice that others respect as wise, and even when admonishing others, he does so both firmly and gently, as sympathetic as he is stern.
  - Manipulative; although a holy man, who you may expect to be firmly against any kind of lying, he is not above hatching a plan to fake someone's death, being prepared with mystical potions for just such an occasion, immediately ready for this grim ruse and not letting parents and loved ones' grief sway him to revealing the truth of his own clandestine machinations.
    - His religion is still his primary calling, but he plays fast and loose with the rules, over-confident in his own plans and self-righteousness, over-eager to meddle (via his own obsession with Alchemy). As the events on the island unfold, his faith may be shaken, if given reason to doubt *himself*, if not his religious vocation. Alternatively, he may be humbled if any of his ideas do not go according to plan, and he may no longer be quite as confident "playing God" and tempting fate by playing with life and death so casually. If, however, his mischievous scheming works out for the best, then he may become even more arrogant and adventurous, flying ever closer to the Sun before he burns.
  - Supportive and a problem-solver. As well as being something of a surrogate father-figure for Romeo, the Friar offers practical help and plans, as well as blessing the union between the young lovers with a secret wedding rite that he performs, hoping to utilise this illicit ceremony to later facilitate a truce between the two warring households. Whilst his complex plan for Juliet to elope to Mantua with Romeo might not pan out, he is one to proffer workable solutions, rather than merely praying that the situation will resolve itself somehow without his intervention.
- **You may wish to play Friar Lawrence if** you are especially keen to engage in the Alchemy elements of the game, with the "Mystic Knowledge" archetype, if you want to engage with themes of religion/fate/destiny and its associated magicks, or if you want to play a manipulative, scheming character (however well-intentioned).
- **You may not wish to play Friar Lawrence if** you would rather be getting married than performing the ceremony, if you want to avoid playing an overtly religious figure, or if you would like to play a more hot-headed or aggressive character.
- **Key Quote:** *"Wisely and slow; they stumble that run fast."*