

PERSONAL CONFLICT

[Personal conflict is all about our character's inner demons. What does our character struggle with that causes them pain or forces them down pathways that others dare not tread? What are the lies they tell themselves? The soldier that buries himself in military structure to escape paralyzing fear of intimate relationships and attachments of friendship. Or the bard who drowns his deep sense of inadequacy and failure in drugs, drink and fighting. Or the mage who throws himself into ever more dangerous and suicidal situations out of shame or to punish himself for past transgressions. Understanding our character's personal conflict is key to real gritty role play.]

Edwyn struggles with his devotion. His strong upbringing with Arkay and long family history of devotees of Arkay causes him to question whether or not he is doing the right thing by carrying out the will of Zenithar. This comes through in his reflexive actions to bury the dead and combat the undead. These are not tenants of Zenithar, but rather, ghosts of Edwyn's upbringing. He tells himself doing these things do not conflict with Zenithar's will and that they are the right thing to do. And when he cannot reconcile his feelings, he will often spend hours at the forge, when possible, physically exhausting himself so that he can sleep, allowing the conflict to pass.

INTERPERSONAL CONFLICT

[Interpersonal Conflict is about the complication of relationships. Much of our life is defined through our interactions with those closest to us. Conflict with family, friends and rivals has a powerful effect on the direction of our lives and often clouds our ability to make rational decisions. Short, seemingly minor interactions can have consequences that last a lifetime. The overbearing mother, the hostile or abusive father, the loving sibling lost too soon. Or perhaps the childhood friend turned adult rival. Who are the individuals who occupy the ring immediately around the player character and what is the nature of their influence on our character and thus the direction of the story. Every person in this ring, weather good or bad, constitutes a subplot in our character's story.]

Edwyn struggles with his family relations. Since his departure from the ways of Arkay, he has been distanced by his mother and father. He is the subject of hushed conversation within the Halls of the Dead, when they don't think he is listening, and the strain has taken its toll. His sister tries to be neutral, but even she cannot understand why he has walked away from Arkay. Only Edwyn's great-grandmother Cailleigh seems to understand him. Even still, Edwyn longs to prove himself and win back the love he's convinced that has been lost.

SOCIETAL CONFLICT

[What are the institutions of society that our character rails against or embraces? The soldier who lives in a world of order, loyalty and duty. The thief who occupies the gray spaces between savior and criminal. Societal conflict, however can be even more subtle. The driven mage who resists societal pressure to settle down and have children to instead pursue the path to power. The physically imposing man who is expected to march to war but only wishes to run his own inn and live in peace.]

With Caileigh's encouragement, Edwyn has left his world behind. While he feels that he is running away from his life in High Rock to escape the increasing glares, sideways glances, and rumors of the aristocratic families, Great-Nanna Caileigh ensures him that he is not. Still, doubt lingers in his mind.