

'Ginger' Roberts

An additional character for *Lei'd to Rest* by Freeform Games

Instructions

'Ginger' Roberts is an additional character for **Lei'd to Rest**. You should use the characters in the original game first, but if you have more guests than characters, you can use 'Ginger' Roberts.

'Ginger' Roberts can be played by a man or a woman.

Including 'Ginger' Roberts in your party

Print out this file. (Print out the last page on thin card, as for the other items and abilities). When you create an envelope for each other character, also create one for 'Ginger' Roberts. Into Ginger's you should put the background, cast list and rules from the main game, plus the character sheets, abilities, name badge and items from this file.

You will also need to add the following information to the appropriate character envelopes:

Additional information for Max Hartnett: You are [REDACTED]

[REDACTED]. The two of you know each other from the out-of-court settlement...

Additional information for Mel Squant: Ginger Roberts is a nosy reporter who may recognize you [REDACTED]

Additional information for Anson Hardasty: Ginger Roberts tried to [REDACTED]

Additional information for Anna Nayuki: Ginger Roberts, your favorite investigative reporter of all time, is here in Hawaii! That means there's something to investigate! Hooray!

Additional information for Mojo Mo: Shortly after arriving at the beach, you found a rather nice blue pen lying on the sand. It's not yours.

And Mojo Mo should be given the blue pen item card.

'Ginger' Roberts

How you see yourself: Dedicated reporter

How others see you: Nosy parker

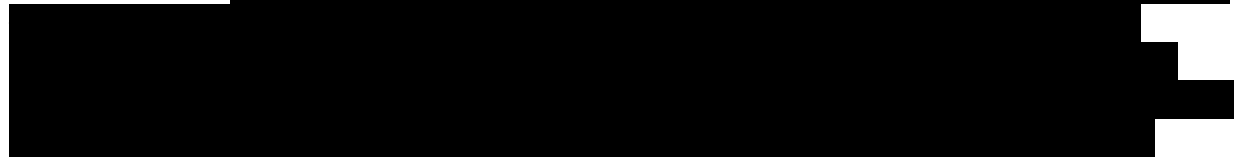
You are 'Ginger' Roberts – everyone calls you Ginger because of your red hair.

You are one of the finest freelance reporters and have a nose for a story. You have a knack for being in the right place at the right time – at least as far as the news goes.

Quite often you've not really known why you were drawn to somewhere, but a big news story has broken and you were there to cover it. It's almost as if some higher being is guiding your hand.

Which brings you to the here and now. You don't know why you've been drawn here, but your sixth sense (or guiding spirit – or whatever you want to call it) has brought you here. There's something going on here, you're sure of it – and you're going to find out what.

You've heard that



While you're interested in pretty much any story, what you'd really like is a fat juicy story that you can sell around the world. That would set you up for life and you could settle down, raise a family and retire. But at the moment there's not much chance of that happening. In fact, you're broke. So you'd better find a story here as quickly as possible.

The other thing it would be nice to find is someone to settle down and share the rest of your life with. You're not really hopeful – but you never know!

You do have an immediate problem, however. You have a particularly fine blue pen which was given to you by your mother on the first day that you started working as a reporter. You've come to think of it as your lucky pen as you have had it with you on all your big news stories – and when you haven't had it you haven't been very lucky. And it's gone missing. You had it earlier, so it must be around here somewhere, but you don't know where.

Hints

Talk to everyone – find out who your friends are.

Use your abilities – there are no prizes for saving them.

If you help someone with their goals, they may help you with yours.

'Ginger' Roberts

Who You Know

[REDACTED]

[REDACTED]

[REDACTED]

Goals

- Find your lucky pen:** You must find your lucky blue pen! You just know that you won't find the juiciest stories without it!
- News:** Find as many news stories as you can. Interview people, stick your nose in other people's affairs – and make yourself as big a nuisance as possible. But find those stories. At the end of the evening you will be asked which stories you're going to publish – so make sure that you keep notes during the evening.
- Cash:** You are very short of cash. You might be able to make some money by finding out some secrets, and getting people to bribe you not to report it.
- Someone to settle down with:** You never know, but you might be able to find someone to settle down and raise a family with here.
- Watch Your Back:** You've made yourself some enemies in the past – reporting things that some people didn't want reporting. Some of those people might be here tonight – you can never be sure because you've written so much about so many people that you've forgotten much of it. Be careful.

Items and money

You have no items or money

Tips for Beginners

If you've not played a Freeform Games murder mystery game before, then we suggest you start by doing the following:

[REDACTED]

[REDACTED]

Secret	<p align="center">'Ginger' Roberts</p> <p>You have no secrets.</p>	<p align="center">'Ginger' Roberts</p> <p align="center">Roving reporter</p>
	Information	
'Ginger' Roberts's Abilities	<p>Interview Technique: After talking with someone for a few minutes, your probing questions and insightful mind mean that they reveal more than they intended. They must show you their Secret card. Two uses only: ○ ○</p>	<p align="center">Item – Pen</p> <div data-bbox="810 629 995 882" data-label="Image"> </div> <p align="right">A fine blue pen.</p>
	<p>Sudden Insight: After talking for a few minutes with any person, you realise that they revealed more than they intended. They must show you their <i>Information</i> card. Four uses only: ○ ○ ○ ○</p> <p>Gossip: Play this card after speaking with another player for a few minutes, and name another character in the game. That player must tell you everything they know about that character. Six uses only: ○ ○ ○ ○ ○ ○</p>	