



SOLVEIG

Guarded, blunt, easily flattered

HUS FREJA

(Fertility, open minded,
tolerance, love)

“Your name literally has “sun”* in it, shouldn’t you smile more?” Someone actually asked you that the other day. As if it’s because you don’t smile that you don’t have any friends. It’s just that people can’t stomach it when someone finally tells the truth. And... Well, maybe because you don’t always tell the truth in a nice way.

Every time you decide to make an effort and make a real friend, something holds you back. What if it’s just a mean prank and they don’t really want to be friends? What if they just want to hurt you? People can be so cruel! It’s just that it’s kind of lonely to always sit by yourself at meals. Sometimes you wish you were invited to lakeside bonfires or basement rituals. You’re always ready to help if people ask, but you’re not always sure if they only ask you because you’re easy to persuade. It is as if once they get what they want, you’re still alone afterwards.

Your mom says that you’ll find your way and your place one day, that everything will be better. Your other mom says that people are prejudiced assholes and that you can’t trust anyone. Then again, even she found someone to spend her life with, so maybe there’s hope for you as well. Maybe you just need to practice a bit. Baby steps. Laugh at bad jokes every once in a while instead of arguing how they could be better? But should you really have to change yourself just to please other people? Why is it so hard being human? Surely, nobody ever had as difficult a life as you!

*In danish Solveig means Way of the Sun. Sol=Sun

HOUSE FREJA

Even though you're all supposed to be inclusive and love everyone, it doesn't really seem like there's room for you. You're probably not that inclusive yourself, either, because even though from a moral point of view you can see the point of including everyone, most people are complete idiots. But in House Freja, people at least try, and it's not as if you can avoid being in a House.

THE MAGICAL PENTATHLON

Everybody's heard of the Magical Pentathlon. As in, everybody. Nobody at school seems to think it's completely awesome; personally you don't really care. It's not really something that concerns you since it's a team kind of thing, and you don't really do teams. Nobody's probably going to ask you, either. If you were to look on the bright side, it's kind of cool that everyone can take part now and it's not an elite show like the Tournament back in 1995. And it sounds like they changed the concept so there'll be fewer deaths, which is really about time. And it's nice, too, that it's not all about duelling, but you need to know your Elixirs too, for instance - that's your favourite subject. Something where you need to concentrate and find the right balance in things. Where it's about feeling your way forward, just as much as weighing, mashing and chopping. The feeling of having done something completely right, being able to bottle it and have proof that you've accomplished something - that's amazing.

THE OTHERS

Magne has sort of a happy-go-lucky approach to things. The way someone who's never really been hurt can act. It's a bit tiresome, to be honest. But at the same time, he's also a really positive person. The complete opposite of you, and even if you try not to, you can't help thinking about what amazingly gorgeous eyes he has.

Nanna is Magne's sister, which doesn't show at all - apart from her eyes. They're so beautiful. And when she's talking about some spell, they light up. She seems uncomfortable in her own skin. You can relate to that. She seems like she's got so much to offer. You wish you knew her better, especially since you're in the same House, but she probably doesn't like you.

Laugé always says such stupid things. But somehow everyone always ends up forgiving him, because he looks so dumb when someone explains why he was being an idiot. It's alright that he learns things eventually, you suppose.

Ene is a perfectionist. Almost perfect herself, one might say. Some people think she's too harsh, but you just appreciate her honesty.

PLAYER TIPS

Some advice for what you might want to do in-game:
Be honest. Your character is the one who might get people's secrets out in the open.

Get in the game. Even though it appears to be against her will, your character really wants to be part of something greater and can go along with others' ideas even though she might complain about them.

Although your character appears to not fit into group dynamics very well, you always have the opportunity to get flattered into going along. Behind your provocative attitude, there's someone who just doesn't want to be hurt.

Ask questions. Force the other characters to admit the things they don't want to, simply by asking bluntly. Solveig believes in honesty as the best policy.

TRUDVANG'S NINE HOUSES



IDUN
Athletic
Industrious
Persistence
Perfection



FRIG
Knowledge
Foresight
Protector
Household



LOKE
Trickster
Changeability
Inventive
Creative



BALDER
Beauty
Artistic
Innovation
Abstract



FREJA
Fertility
open mind
tolerance
love



THOR
Brute strength
Rashness
Stubbornness
Bravery



NJORD
The Elements
Wild Nature
Selfless
Meditation



TYR
Animals
Community
Defence
Self-sacrifice



ODIN
Traditions
Conservativ
Individualist
Status Quo



PROPHECY 1 - SOLVEIG





PROPHECY 2 - SOLVEIG

