

DOWNLOAD PDF THE GENERAL OR TWELVE NIGHTS IN THE HUNTERS CAMP A NARRATIVE OF REAL LIFE

Chapter 1 : Company Members | The Road Theatre Company

Excerpt from The General, or Twelve Nights in the Hunters Camp: A Narrative of Real Life This volume is matter of fact, being the truthful records of the actual life of a real person.

Light of foot rather than big and tough think Deadly Dodging vs. Gets very angry when someone he cares about is threatened. In fact, said villain will likely be blindsided by their involvement, because they planned for everything except this Spanner in the Works. The Action Survivor is common not only in action movies, but also horror movies and videogames, where an unprofessional protagonist adds to the desperate horror feel. Related to the Final Girl "a specifically female, horror movie version. The Right Man in the Wrong Place is often this type of hero. See also Action Duo. Also compare Unfazed Everyman. Lets just say he adapts to his surroundings a tad too well. Rokuro "Rock" Okajima from Black Lagoon. Goes from everyday Salarymanhood to surviving multiple gunfights, kidnappings, car chases, boat chases, and the list just goes on. Usopp from One Piece is something of this. Usually, he has only his amazing ingenuity, and spends half the battle running away. Kaiji - The title character is an ordinary loser whose genius and bravery only awaken when thrust into life-threatening situations. The "uncommonly decent" aspect also applies very much. Simon starts as this in Tengen Toppa Gurren Lagann. Subverted in Code Geass. Ordinary guy Lelouch gets mixed up in an insurgent attack and reactionary annihilation of the area when suddenly he is randomly handed his "geass". Then he reveals that he is NOT an ordinary guy and proceeds to not just survive the conflict but fight, commanding the insurgents like his own personal army like they later become. We also later find out that his gaining his "geass" was anything but random. Plenty in Zone of the Enders: Dolores , as its premise is an ordinary family thrust into world shaking events. His son Leon on the other hand is a meek and pussywipped computer programmer with an obvious Oedipus complex , yet manages to surprise even himself by facing up to vicious beatings, pushes his programming and mathematical skills to their absolute limit he is the primary designer of a module for atmospheric entry at one point, despite having no training and only scrap to work with , and showing remarkably quick thinking in a crisis. He contrasts nicely with his sister Noel, who takes after her father by being tough, bluntly spoken and powerfully built. Unlike the "born great" Sasuke or Kakashi , he has no motivation and is an average ninja compared to the ridiculously overpowered main characters and bad guys. However, he has a genius level intellect, and when duty calls, he can use that intellect to defeat much stronger opponents. Significantly, he was one of the first characters in the series to defeat an Akatsuki member, and the first to defeat one in a one-on-one fight. With a hole in the ground and some string. Not to mention, this opponent was apparently immortal. Suzu and Shoukei from The Twelve Kingdoms. The main group of Bio-Meat: Nectar , especially in part 1. Just some kids running away from The Swarm armed with ingenuity, guts, lighters, and hairspray. Slightly subverted in parts 2 and 3 when they come closer to being Action Heroes. The main cast of 20th Century Boys. Admittedly, they do level up over the course of the story especially Kenji. Kaname from Full Metal Panic! Normal high school student that just happens to get involved in an elite military unit. Special mention to the last two. Keiko Yukimura has no supernatural powers to defend herself from demonic and powerful forces. She gets by by being plucky and resourceful, shown especially when she and Botan are up against zombies controlled by insects. Similarly, Yaminade no Itsuki. However, he gets by by being a talented Manipulative Bastard The Mightiest Disciple has no martial arts training but manages to be the only one who escape Berserker. He also has excellent information gathering skills. Judge has Okamoto Rina and her mother be the only surviving, innocent members of the titular game. The mastermind also survives with no repercussions. Saiga of Speed Grapher had become a credentialed Action Survivor by the beginning of the series, as a veteran war photographer. After he becomes an Empowered Badass Normal he still exhibits every other feature of the trope. Myung Fan Lone from Macross Plus. The next scenes have her escaping from her prison and using her smarts and quick thinking to stop Sharon. All because he had the sense and decency to befriend Buu. Mako Mankanshoku from Kill la Kill is

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essentially the Cloud Cuckoolander from a slice of life high school comedy, who somehow found herself in a high-stakes shonen action show. She survives handily, in no small part by operating on Toon Physics instead of whatever set of rules everybody else is following. While on Earth, humans are still one of the dominant life forms in Digimon V-Tamer 01 and Digimon are nothing but data. In the Digimon World, everything is data and humans are, at best, strategists who are useful enough at something to gain protection from monsters. For example, when Takagi is in an horrible Death Trap , he manages to keep his wits with him and does his best to keep himself alive until his co-workers and friends can rescue him. Kyrie from Sands of Destruction spends most of his time running from fights and trying not to end up a Distressed Dude - which he often fails at. One of the younger and more naive members of the Band of the Hawk he survived 3 Apostles by sheer dumb luck and was rescued by the Skull Knight. When faced with the nightmarish monsters that have started appearing after reality gets bent he relies on his ingenuity and inventions to create weapons that can be used by the Everyman like him, including a rapid firing crossbow and fixing up a hose that he later jury rigs into a flame-thrower. Of course, how long they survive can vary greatly from one story to another. Shido Itsuka is just a normal guy living in extraordinary times and only becomes badass because circumstances force him to. Ichika Orimura has subpar training and his Powered Armor is a Flawed Prototype , so you can expect him to lose in nearly all his fights. In the rare case he wins, it will be either through sheer luck, outside help or by the skin of his teeth. Sota Mizushino has no superpowers like the fictional characters that have come to the real world and he is not even a skilled artist like his fellow Creators, which means all he can do is run away from fights and hope his friends can solve the crisis at hand. Lisbeth from "The Old Woman in the Woods" is the Sole Survivor of the royal caravan she was traveling with and must fend off the attacks of the Wicked Witch to save her own skin, with help of a talking owl There are smarter, stronger, and nicer characters than him- and he needs their help at various points- but in the end his insane determination and creativity were exactly what was needed to alter the timeline. Not that anyone knew this in the beginning. Comic Books The Jaime Reyes incarnation of the Blue Beetle did not so much answer The Call as accidentally pick up what caused it , take it home, and put it on his dresser. Fone Bone is by far the most notable example of this. However, after Character Development , time, and a dab of Xenafication , she becomes more competent. Julie Martin from Echo is just an amateur photographer who had the misfortune of witnessing, and getting caught up in, the murder of Dr. Allison Porter of the Phi Project. Now she is stuck in the Beta Suit and trying to figure out what is going on, who is doing it, and how she can get out of the entire situation. Fortunately, she has Ivy Raven to help her out. Pendragon from Vampirella is just a stage magician with no fighting ability, but he keeps managing to get by. While Master Chief plows through hordes of aliens, the civilian Ruwan can only run from them. All of the main cast qualifies as they try to survive in a world full of violent mutants. Andrew is a normal guy dumped into Equestria , but can be surprisingly dangerous if pushed, especially if he has his weapons on him. As the demon found out While he is a trained guard, he ends up facing off with an insane Hooviet Super Soldier who devotes a small army to trying to kill him. He manages to survive the battle and handle himself pretty well. Atsuko, a photojournalist by profession, has learned enough necessary skills to be able to take care of herself. What Lies Beyond the Walls: Tegast is just a normal teenage rat who lost his entire family and wanders around Mossflower with little protection. Cross, the self-insert protagonist of This Bites! Even then, he gets pretty injured, as attested by his many scars. All the other featured non-loopers at least have some huntsmen and huntress training, making them Badass Normal by looper standards. And nobody has noticed. Jenna Harking is nothing but a simple servicermaid in the castle of Raylansfair. She herself suffers from a terrible lack of self-esteem and starts the story with no actual skill in anything related to action. She ultimately plays a key role in taking down Septon Corbin and also provides a problem for Sherryl. Ellena Terys, the youngest of the Point-of-View characters, is barely a teenager and accordingly not equipped to take care of herself. She goes through great hardships, being resourceful, cunning and sometimes plain lucky. All the while, her main goal is to actually find a peaceful place to stay and live at. Roxanne Ritchi in Megamind , an intrepid reporter who, through repeated kidnappings and familiarity with Evil Lairs, has

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become resourceful. With some outside help and a good dose of The Power of Love , he pulls it off both times. Films â€™ Live-Action Cellular has this type of protagonist. He was aided during the shootouts by William Macy as an about-to-retire cop who survives!

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The general, or, Twelve nights in the hunters' camp: a narrative of real life *The general, or, Twelve nights in the hunters' camp: a narrative of real life.*

Red Dead Redemption 2 Review The reputation Rockstar has built over the last decade has fostered a level of expectation some may deem unfulfillable. Red Dead Redemption 2 is a masterpiece that transcends the current generation and elevates gameplay and storytelling to a level of which is unprecedented. It exceeds far beyond my own expectations, and following more than seven years of passionate development, Rockstar has prevailed in crafting the finest game in their history and unequivocally the most immersive open world ever created. As the 19th century draws to a conclusion, so too does the era of outlaws in the American West. You fill the boots of Arthur Morgan, a senior member and lead enforcer in the infamous Van der Linde gang. Following a job gone haywire in the town of Blackwater, the gang heads north to escape the federal agents and bounty hunters who are hot on their heels. The civilized world is rapidly evolving, and their ways of living within it are shifting to survival tactics as they rob and fight across the American frontier. Throughout the story, the gang relocates to diverse areas as they flee law and order. While they intend to steal enough cash to escape the clutches of justice once and for all, they struggle to make ends meet as divisions rise. Expertly paced and masterfully written, the tale of the Van der Linde gang is one that will forever remain with me. The game takes you on an emotional roller coaster as you get to know Arthur and his fellow gang members throughout sixty plus hours of the main story. Themes of loyalty, betrayal, revolution, and the American Dream are woven deep into a truly captivating, funny, and at times heartbreaking narrative. I loved every moment I spent with the engaging and diverse cast as the story unfolded, and I desperately wish I could experience it all over again for the first time. My Kind of Outlaw Arthur himself serves as an incredible protagonist. His reserved yet stern temperament makes for a fun role to inhabit, and dare I say my adoration of the character rivals that of John Marston. Beyond your appearance lies the responsibility of maintaining your health, stamina, and Deadeye cores. The same applies to your stamina and Deadeye cores. Waking up and sipping a cup of coffee will fully restore your stamina while chowing down on oregano seasoned bison you cooked the night before will fortify your health. Weather also affects your cores. Dressing for each occasion ensures their stability. The necessity of managing them is never overbearing, and they ultimately serve as another manner of immersing you deeper into the role of Arthur. Embedded into the experience is the highly reactive Honor system. From petty crimes to charitable donations, every single decision you make perpetually shifts your level of honor. This glorified good versus evil slider is much broader than those you may have experienced in the past. Whether you play as a noble or diabolical outlaw, your actions are reflected in the surrounding world. People will fearfully react to your presence as a notorious killer, or gleefully give you a tip of the hat as you stroll into town. NPCs feel like real individuals with genuine emotions as they react to your presence. Bumping into someone will piss them off, getting too close to a questionable situation can lead to violence, and people remember things. I once punched a drunkard in the face for harassing a lovely lady. Hours later, that same drunkard commented on the ordeal as I passed by him in town. People will also react differently depending on whether or not your weapon is drawn. Overall, the AI intelligence is extraordinary. Interactivity significantly affects the state of your gang as well. You can speak with every member and listen to what they have to say at any time. Each character is complex and possesses unique desires and motivations. I certainly have some favorites, but all of them are memorable and elevated by excellent performances. Due to the relevance of my presence in the world, I felt responsible for donating funds and providing provisions for the gang. Investing in your camp is totally worth it, as gang members are willing to join you on a hunting or fishing trip, challenge you to a match of five finger filet, or request your assistance with a robbery. Regarding gameplay alone, these opportunities are a blast, but they primarily serve as an outlet to revealing more about each character. While you can saddle up multiple breeds with varying attributes, you may find yourself attached to one horse in

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particular. The more you ride and care for your horse the stronger your bond will become. You can rear your horse in classic Wild West fashion, quickly skid to a halt, or drift from side to side. It also possesses health and stamina cores of its own. Feeding it will replenish its health and stamina while patting and brushing it will increase your bond. Visiting stables provides you options for customizing the look and attributes of your horse. Each area is rife with characters to meet, secrets to uncover, beautiful sights to take in, rival gangs, and over one thousand things to do and discover. Complementing the alluring frontier are several towns flooded with people and livestock and brimming with intricate details. Between the mud-caked streets of Valentine to the industrialized Saint Denis, each location features unique individuals who go about their daily routines. I once followed a guy who spent the day transporting lumber from one side of town to the other. He even asked me to quit following him on multiple occasions. The first Red Dead is acclaimed for many reasons, but notably for its violent gun-slinging combat. The gunplay mechanics feel better than ever. Aiming your weapon feels smooth and appropriately weighted, and firing it provides satisfying feedback. At times your kills are stylized in slow motion, adding a cinematic layer to combat as you witness the carnage up close. Interestingly, these kill cams shift based on your honor level. Better yet, combat encounters repeatedly feel fresh due to the diverse tactics employed by the multiple gangs you encounter. Using Deadeye is equally satisfying. The iconic ability looks awesome, feels exceptional, and how it evolves throughout the game is beneficial. The same can be said for playing stealthily. Another aspect I fondly admire is the fact that Arthur can only carry two rifles, two sidearms, and a couple throwable weapons at a time. However, your horse holds the entirety of your inventory where weapons and even stored outfits can be swapped at will. Over fifty weapons can be acquired and customized in gun shops. From improving accuracy to adding engravings, you can provide each of your guns with identities of their own. The more time you invest in firing a particular weapon, the more its attributes will improve. This feature concerned me a bit before getting my hands on the game. As long you have a reasonable supply of gun oil on hand, your firearms will remain in pristine condition. Again, the level of detail in the appearances and performances of the weapons and the necessity of cleaning them is another aspect that adds to the overall immersion. The beauty extends to the thousands of textures, the different ways blood seeps into surfaces, and over five hundred thousand unique animations. Facial animations are pretty believable and a testament to the rumored twelve hundred plus actors who were performance captured. The muscle structure of horses is incredibly realistic, and draw distances are divine. Concerning presentation, Rockstar seemingly thought of every minute detail. Not to mention the entire game can be experienced in first-person. Sound design and music have also improved. Weapons sound unique and intense, and the sounds of roaring rivers, rustling trees, wildlife, and bustling towns are enrapturing. The phenomenal narrative and performances are emotionally impactful, and the depth of interactivity embedded into the pristinely polished gameplay is nothing short of groundbreaking. Rockstar have outdone themselves with Red Dead Redemption 2 as it ushers in a new era of what the medium is capable of achieving.

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Chapter 3 : Jane and the Twelve Days of Christmas by Stephanie Barron

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She has lost contact with her twin brother, Sebastian, whom she believes to be drowned and with the aid of the Captain, she disguises herself as a young man under the name Cesario, and enters the service of Duke Orsino. Duke Orsino has convinced himself that he is in love with Olivia, who is mourning the recent deaths of her father and brother. She refuses to see entertainments, be in the company of men, or accept love or marriage proposals from anyone, the Duke included, until seven years have passed. Sir Toby famously retorts, "Dost thou think, because thou art virtuous, there shall be no more cakes and ale? It asks Malvolio to wear yellow stockings cross-gartered, to be rude to the rest of the servants, and to smile constantly in the presence of Olivia. Malvolio finds the letter and reacts in surprised delight. He starts acting out the contents of the letter to show Olivia his positive response. Olivia is shocked by the changes in Malvolio and agreeing that he seems mad, leaves him to be cared for by his tormentors. Pretending that Malvolio is insane, they lock him up in a dark chamber. Feste visits him to mock his insanity, both disguised as a priest and as himself. At this point, Viola reveals her identity and is reunited with her twin brother. The play ends in a declaration of marriage between Duke Orsino and Viola, and it is learned that Sir Toby has married Maria. Malvolio swears revenge on his tormentors and stalks off, but Orsino sends Fabian to placate him. Illyria was an ancient region of the Western Balkans whose coast the eastern coast of the Adriatic Sea which is the only part of ancient Illyria which is relevant to the play covered from north to south the coasts of modern-day Slovenia , Croatia , Bosnia and Herzegovina , Montenegro , and Albania. It included the city-state of the Republic of Ragusa which has been proposed as the setting. The names of most of the characters are Italian but some of the comic characters have English names. It is conjectured that the name of its male lead, Orsino, was suggested by Virginio Orsini, Duke of Bracciano , an Italian nobleman who visited London in the winter of to It was originally a Catholic holiday and therefore, like other Christian feast days, an occasion for revelry. Servants often dressed up as their masters, men as women and so forth. The actual Elizabethan festival of Twelfth Night would involve the antics of a Lord of Misrule , who before leaving his temporary position of authority, would call for entertainment, songs and mummery ; the play has been regarded as preserving this festive and traditional atmosphere of licensed disorder. The play was not published until its inclusion in the First Folio in She does not, however, use her disguise to enable her to intervene directly in the plot unlike other Shakespearean heroines such as Rosalind in *As You Like It* and Portia in *The Merchant of Venice* , remaining someone who allows "Time" to untangle the plot. As the very nature of Twelfth Night explores gender identity and sexual attraction, having a male actor play Viola enhanced the impression of androgyny and sexual ambiguity. V she asks her "Are you a comedian? He finishes by likening himself to "the old Vice" of English Morality plays. The only record of the performance is an entry in the diary of the lawyer John Manningham , who wrote: A good practice in it to make the steward believe his lady-widow was in love with him, by counterfeiting a letter as from his lady, in general terms telling him what she liked best in him and prescribing his gesture in smiling, his apparel, etc. Act V, Scene i William Hamilton , c. Samuel Pepys thought it "a silly play", but saw it three times anyway during the period of his diary on 11 September , 6 January , and 20 January In an operatic version by Frederic Reynolds was staged, with music composed by Henry Bishop. The Old Vic Theatre was reopened in after suffering severe damage in the London Blitz in with a memorable production starring Peggy Ashcroft as Viola. It ran for performances, more than twice as long as any other Broadway production. A memorable production directed by Liviu Ciulei at the Guthrie Theater in Minneapolis, Octoberâ€”November , was set in the context of an archetypal circus world, emphasising its convivial, carnival tone. The same production was revived in â€”13 and transferred to sell-out runs in the West End and Broadway. Stephen Fry played Malvolio. It ran in repertory with *Richard III*. Interpretations of the role of Viola have been given by many well-renowned actresses in the latter half of the 20th century, and have been interpreted in the light of

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how far they allow the audience to experience the transgressions of stereotypical gender roles. Another adaptation is *Illyria*, by composer Pete Mills. Theatre Grottesco created a modern version of the play from the point of view of the servants working for Duke Orsino and Lady Olivia. The adaptation takes a much deeper look at the issues of classism, and society without leadership. In , the play was adapted as *Epiphany* by the Takarazuka Revue , adding more overt commentary on the role of theatre and actors, as well as gender as applied to the stage made more layered by the fact that all roles in this production were played by women.

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