

A DISCOURSE CONCERNING NAMES AND NAMING CHARACTERS FOR THE BARON'S GAME

MY PUBLISHER informs me that there are those who, when assembling themselves to play my Game, have encountered difficulties in one aspect of preparation, viz., that of selecting properly magnolious names for their rôle-play characters. This is something to be expected, of course, for those who had the misfortune to be born outside of the noble class, but still I had hopes for better, which I now see have been dashed upon the rocks like the dozens of curs who met my blade earlier this morning for daring speak in an unflattering manner concerning the fairest of Russian royalty.

A most rewarding morning exercise though, and one that has left me in a more suitable mood to aid these players, as is proper for those such as I for those such as they.

As attempts to simply ignore the matter have also proven less than successful (though I must congratulate the postal offices of the last eight countries, five planets, and two alternate dimensions I have travelled through recently for the efficiency of their message delivery personnel), I now feel suitably impelled to offer assistance to these unimaginative unfortunates, who surely must have selected vinegars instead of vintages before sallying forth in their game-playing endeavours.

While I could spend many pages offering suggestions that would undoubtedly improve the oenological skills so lacking in so many who lack noble blood, which I shall address in another missive once I have settled the question of dynastic lineage for Queen Titania, and which would surely improve the ease they would display in creating new characters, instead I offer a varietal of *anonyms*, *sobriquets*, *noms de guerre*, and other nomenclaturative segments to assemble a suitably fine name as they relate their adventures to each other. That such things are best described using the French vernacular has not escaped me, any more than the jackanapes who attempted to run off before settling the drinks bill last night.

Its use is simplicity itself, though given my audience it would seem explanations are in order. Which reminds me to inquire on the lateness of my own last order, as my glass is growing alarmingly unoccupied.



Players can select various items from the lists presented below through a mechanism of chance, such as rolling a suitably faceted and enumerated or pippified block of ivory, metal, or bone and selecting the corresponding title or name. As there are an even score of choices in each selection, blocks with facets equaling that number would be most suitable. Through fate itself, names of unheard of heraldry can be d'vised in this way, and perhaps offer their owners ideas for stories to tell.

It should be clear, of course, that Given and Middle names need not be used as such, and could be reversed, or even added multiple times to fashion the more expansive names of the more ancient families whose names sometimes the cause for pastors to fall faint during christening ceremonies.

For those eager to construct names that might fit better with stories they might have already been percolating within their minds like so many bees buzzing about as they see a hungry bear approaching, they can alternatively do away with chance and select names themselves from the options herein. Indeed, players could even use them as ideas to fashion truly unique and impressive names to be used in multiple games and create ones that will enter history for the stories linked to them.

This talk of names has sparked a thought (though not as powerful as the one I used to re-ignite the blazing star at the centre of the Earth) concerning another aspect of creating characters which I also fear some may have found problematic. I speak, of course, of origins, the locations such characters would call home, or would call home if they cared as much for parental relations as they should. Thusly, I have inked a list of places which players can, after they have crafted their names, select as their birthplace, last place they remember visiting, where they own property, *etc.*, that best fits the name created or fits it not, as per the players' designs.

Astute readers will note these are not enumerated, for I think it best that players select these to best fit their names, but if desired random elements can be introduced to aid the process, such as holding the list above one player's head whilst others, suitable blindfolded, use darts, sabres, or pistols to make their selections, which can not only pick locations but also jostle forth new story ideas concerning the various scars this process often produces. No matter the manner, properly selected locations can also aid in developing characters, in the way that properly selected soil can produce the finest grapes. Something I will appreciate more once my glass is filled again, something I begin to worry I may never happen.



A word of warning when crafting names, however. While this should be an exercise in edification and enlightenment, there is one name which on no account should players select as their own when creating stories. This, of course, is my own, for none of my stories are fanciful inventions spun like so many silken threads as part of a game. Any foolish enough to attempt such a dishonour, or dare put forward the slightest iota of doubt as to the veracity of my adventures, will see their own arms spiral into a such a corkscrew from attempting to match my superior blade-work that will leave their limbs suitable only for opening my next bottle!

Which, in a moment of fortuitous timing, has just arrived on my table and thus also heralds a perfect moment to close.

Mendace veritas!

Baron Munchausen

THE BARON'S GRAND GENERATOR OF NAMES

*Being an Informative and Most Useful Accessory for the Baron's Game, in such that it
Offers many Interesting and Splendid Names for Players lacking Wit or Time or Liquid
Fortification to Fashion their Own.*

TITLES AND OTHER HONORIFICS TO PRECEDE A NAME

Admiral	Hospodar
Baron/Baroness	Laird
Captain	Lord/Lady
Colonel	Major
Commodore	Marquis/Marquise
Commander	Master/Mistress
Count/Countess	Monseigneur
Dame	Pastor
Doctor	Prince/Princess
Duke/Duchess	Professor
Earl	Sir/Madam
Field Marshall	The Right Honourable
General	Viceroy/Vicereine
Graf	Viscount/Viscountess

GIVEN NAMES OF A FEMININE NATURE

1. Adrienne	11. Lucinda
2. Agatha	12. Marguerite
3. Amelia	13. Marion
4. Charlotte	14. Mellicent
5. Cordelia	15. Philippa
6. Elizabeth	16. Rebecca
7. Gabrielle	17. Regina
8. Hannah	18. Samantha
9. Isabel	19. Sophronia
10. Jocasta	20. Winifred

GIVEN NAMES OF A MASCULINE NATURE

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|-----|-----------|-----|----------|
| 1. | Alexei | 11. | James |
| 2. | Andre | 12. | Johann |
| 3. | Antony | 13. | Karl |
| 4. | Byron | 14. | Leonard |
| 5. | François | 15. | Percival |
| 6. | Friedrich | 16. | Phineas |
| 7. | Gustav | 17. | Roland |
| 8. | Hamilton | 18. | Wilhelm |
| 9. | Hiram | 19. | William |
| 10. | Ivanov | 20. | Wolfgang |

MIDDLE NAMES OF A FEMININE NATURE

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|-----|-----------|-----|----------|
| 1. | Augusta | 11. | Katrina |
| 2. | Constance | 12. | Liberty |
| 3. | Dagmar | 13. | Meredith |
| 4. | Donatella | 14. | Natasha |
| 5. | Eleanor | 15. | Nicholas |
| 6. | Elizabeth | 16. | Sophia |
| 7. | Frances | 17. | Susan |
| 8. | Geneviève | 18. | Sybilla |
| 9. | Jewell | 19. | Thomasin |
| 10. | Josephine | 20. | Violet |

MIDDLE NAMES OF A MASCULINE NATURE

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|-----|-----------|-----|-------------|
| 1. | Agincourt | 11. | Harald |
| 2. | Alexander | 12. | Jupiter |
| 3. | Augustus | 13. | Lancelot |
| 4. | Christian | 14. | Maximillian |
| 5. | Cuthbert | 15. | Oswyn |
| 6. | Edgar | 16. | Rathbone |
| 7. | Emrys | 17. | Quentin |
| 8. | Ferdinand | 18. | Timothy |
| 9. | Franz | 19. | Vasily |
| 10. | Gregor | 20. | Vladimir |

SURNAMES SUITABLE FOR ALL

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|-----|-------------------|-----|-------------|
| 1. | Addams | 11. | Howell |
| 2. | Augustin | 12. | Ivanov |
| 3. | Beauchamp | 13. | Kropotkin |
| 4. | Bismark | 14. | Markoff |
| 5. | Cholmondeley | 15. | Montpellier |
| 6. | Delacroix | 16. | Newton |
| 7. | Featherstonehaugh | 17. | Richthofen |
| 8. | Fitzherbert | 18. | Romanov |
| 9. | Franklin | 19. | Wallis |
| 10. | Herzog | 20. | Windsor |

LOCATIONS AND ORIGINS FOR CHARACTERS

Aragon	Hanover	Prague
Armenia	Istanbul	Prussia
Baden-Baden	Kiev	Rhineland
Bavaria	Krakow	Runnymede
Bohemia	Leipzig	Salzburg
Brandenburg	Liechtenstein	Sardinia
Burgundy	London	Savoy
Cambridge	Lorraine	Saxony
Catalonia	Madrid	Smolensk
Cologne	Marienburg	Stockholm
Croatia	Monaco	Tuscany
Dublin	Morocco	Valencia
Edinburgh	Muscova	Versailles
Flanders	New Amsterdam	Vienna
Genoa	Naples	Warsaw
Gibraltar	Pomerania	York

Other Useful Tips For Creating Names:

- Add “of that ilk” to mean that one takes one’s name from the place or estate of the same name, or is head of the clan or family of that name.
- Insert “von” prior to the surname.
- Add (RET) after a name with a military rank.
- Add “Nth in line to the throne of” and the country to which you are the potential monarch.