



They started beatboxing
at the parking lot.
Only one of them
became Rap Superstar.

Rap Superstar

Live-action role-playing game

Lauri Lukka

Synopsis

Rap Superstar is a live-action role-playing game about a crew of rap heads spraying concrete, blasting beats, and writing bars that just might change their lives. It is the concluding part of the music-driven games trilogy.

For some, it's just a phase.

For others, a hobby that never catches fire.

For a few, a dream that crashes.

But for one, it's everything.

In **Rap Superstar**, you begin as aspiring MCs chasing the mic. After each scene, some characters move on leaving the rap game behind. These players don't exit the story. They dive into side-scenarios exploring the gritty underbelly of society: betrayal, hustle, fame, and fallout. The main storyline narrows with each round, until only one player remains: a rap superstar. This game involves rapping. So step up, spit fire, and find out what it takes to rise—and what it costs.

Game information

Style	A live-action role-playing game in the scenario tradition.
Brief	Only one of them became a superstar—but at what cost?
Keywords	Struggle, Inequality, Hip-hop
Game masters	1
Players	12–14
Duration	4h (1h workshop; 2.5h game time; 0.5h debrief)
Materials required	<ul style="list-style-type: none">- Character printouts- Audio system, preferably with a microphone- Pens and paper
Version	2.1 (10/2025)
Disclaimer	This game requires the players to perform and rap. Game can include challenging themes including social struggle, competition, and loneliness.

Lauri Lukka, D.Sc., is a Finnish psychologist and designer specializing in digital mental health. Since 2011, he has created numerous role-playing scenarios, including [Prelude](#), [Superrealism](#), and [Wonderworks](#). Scientifically, he has explored [design](#), [immersion](#), and [roles](#) in role-playing games.

Workshop

Game description

Circle. Ask the players to join a circle. Ask the players to introduce themselves and to share a memory or their relationship with rap.

Game overview

- **Workshop (1h).** Preparing for the game, description of the game and key mechanics. Creating characters, setting the scene and practicing rapping.
- **Game (3h).** Playing the game, and then a debrief (0.5h) immediately after the game.
- **Overview.** We will explore one person from a group of 15-year olds becomes a rap superstar. We will play 5 scenes, and between each scene there is roughly 5 year time jump.
- **Rappers.** This game explores artistry, growth, and struggles for people who are starting from underprivileged positions in society. For rappers, rapping is their only escape: they can only express themselves through rapping, and they obsessively pursue being a superstar.
- **Others.** If you leave the rap game, you will have the chance to explore how your character grows with other players. Between each scene, you will get instructions on what has happened to your character. You will most likely have considerable changes in your tumultuous life.

Principles. The social rules for the game.

- **Respect your own and others' boundaries.** The game involves engaging in the creation of shared fiction.
 - The game is consent-based. You can leave the game at any time.
 - Be mindful of your own and others' boundaries. Ask, don't assume.
 - While rapping is associated with sexism and toxic masculinity, we will not discriminate in this game.
 - Ask the players if they want a specific safety mechanic in their game.
- **Rapping.**
 - This game is not about rapping good, but about overcoming the shame of rapping bad, and still doing it proudly. You will write and deliver your own raps to express yourself. This game can be fun, but it is not a parody or comedy, but a drama.
 - Some will rap more than others. The game gives you the opportunities to leave the rap game behind, if you feel that rapping is too much. On the other hand, rap game is a competition. You may be forced out of the game. Rap Superstar is not the person, but the whole society that created them.
 - Questions?

Warmup

- **Word association circle.** Gather in a circle. Do several rounds of word association. The words should rhyme.
- **Bars.** Divide into small groups. Choose a topic. Create a poem on the topic where the different lines rhyme.
- **Set the scene.** The game is set in Finland in the suburbs of Helsinki. The game begins in the year 1989 and continues to the year 2025.
 - Ask everyone to state one thing that is true about the setting for the game, such as what has happened recently.
- **Moving about.** Move in space freely. Then introduce this song and encourage moving to the beat. Showing the videos emphasizes the effect.
 - **Background:** [SMC Hoodrats — Northside nageetti](#)
- **Characters.** Distribute the characters on the space, allow players to choose one while walking in the space.
 - **Background:** [Rivo—Ykkösnyrkki pt. 2](#)
 - **Background:** [Rockin da north – Operaatio RDN](#)
- **Mic check.** Every character gets a chance to do a mic check where they introduce themselves with two bars that rhyme together. E.g. *“Mic check, one two, I am Zara, best of the crew”*. Others respond enthusiastically!
- **Q&A.** Answer any player questions. Then, hold a break before the game.

Game flow

If you are in the rap game...

- You can become a Rap Superstar.
- You are not allowed to talk.
- You can only yourself by rapping.
- You will to those who dropped out to learn what happens in the world.

If you are not in the game...

- You will never be special.
- You can discover how your life unfolds after you left rapping.
- You can talk about the world, rappers, and rapping.

Scene name	Beat	Rappers	Others	Outskits scene	# Leaving
1. Rap heads	<i>Nas is Like</i> (instrumental) Hip Hop Beats	12-14	-	-	3
2. Posse song	<i>Guns & Goons</i> Vintageman Produkcja Beats	9-11	3	Dropouts (3)	3
3. First album	<i>Illegal</i> Antitode Beats	6-8	6	Scouts (3) Streets (3)	2
4. Third album	Decided-by- scouts or <i>Behemoth</i> NSM Beats	4-6	8	Managers (4) Heist (4)	2-4
5. Superstar	<i>Gears</i> — JordanBeats	2	10-12	Wake (6) Fans (4-6)	1

Scene 1: Rap heads

1989. You're born. N.W.A drops *Straight Outta Compton*.

2000. You're 10. Eminem releases *The Marshall Mathers LP*. One track in, you're hooked for life.

2005. You're 15. Steen1 releases *Sinisiä rappuja ja punaisia hintalappuja*, spitting raw truths about the Finnish hood.

The older rap heads are throwing down a freestyle battle in a crumbling steel factory. This is your first time stepping up in front of a crowd and you're spitting with everything you've got. If you choke and get clowned, it's game over. But for the bold, this stage is just the beginning. You've got one verse to leave your mark.

Decision:

- Three (3) rappers will leave the rap game.
- After everyone has rapped, GM invites three rappers to stand down, allowing players to bow out. (Alternatively, randomize people to drop out.)

Scene 2: First posse song

Rap scene

It's 2010. You're 20. Kanye West just dropped *My Beautiful Dark Twisted Fantasy*, and you've been blasting *All of the Lights*.

You've stuck around: beatboxing in corners, breakdancing on cracked pavement, scribbling rhymes in notebooks. Now it's time to step up. Tonight you and your crew are recording your first posse cut. Everyone gets one verse to outshine the rest. Not all of you will make it.

Voting rule:

- Three rappers will be voted out.
- After everyone has rapped, each Dropout calls out one rapper (one at a time), giving a short reason why they're out.
- The GM runs this process.

Sidescene: Dropouts (3)

The economy is wrecked, and those already struggling are sinking deeper. With little education and few chances, you're stuck trying to scrape a path toward independence. Society wasn't built for you. Over a few lukewarm beers in the park, you trade stories about what went wrong.

What happened? #1 (420)

- You dropped out of vocational training as a maintenance worker—probably because of some undiagnosed issues.
- You smoke weed all day, rap blasting in the background. Your hookup is cheap: your buddy grows. “Legalize 420!”
- You heard a local crew is recording a posse track and shooting a video. Maybe you'll crash it? You've got that stolen school camera gear, after all.
- Your girlfriend left—you're always high and “can't get shit done.”
- Your dad just lost his factory job. Your little sister's still at home, and your mom's been gone for years.

What happened? #2 (Anarchist)

- You dropped out of school and bounce between construction gigs. You never last long; the bosses grind you down.
- You roll with a local anarchists, tagging walls by night. You almost got caught once. Then you sprayed a police car. Made the news. *Fight the system!*
- Your parents—a teacher and an engineer—send you money. You hate needing them.
- You live for rap with a message. It's freedom of speech, raw and unfiltered.

What happened? #3 (Ambition)

- You stay loyal to your block, but your old crew just wants to get high. You want something bigger, but you don't want that.
- Your neighborhood is falling apart. Last week someone sprayed a cop car. Someone else stole AV gear from an elementary school. *Really?* There's gotta be more to life than this.

Scene 3: First album

Rap scene

2014. You're 24. ScHoolboy Q drops *Oxymoron*. You grind out workouts to *Man of the Year*.

Four years have passed since your first posse track. That small win gave you a platform—features, collabs, a taste of the game. But not everyone from back then made it this far. Now it's time to go all in. You're building your first album on a shoestring budget. Every line, every beat, every ounce of soul—you're betting it all. This record has to fly.

Voting:

- Two rappers will be voted out.
- After everyone raps, two managers pick two rappers who can't be eliminated.
- Then, the Streets pull out two rappers one by one, giving a short reason why they're done.

Sidescene: Small record label (3)

You meet at a smoky beer house, the unofficial HQ of a record label that mostly runs out of the founder's living room. Cheap pints, big dreams.

What happened? #1 (Insight)

- You've always been obsessed with rap, digging through obscure forums, hunting the raw underground, never the mainstream fluff.
- A tiny indie label tapped you for your knowledge of the scene. You'd never work for a major. The pay is trash, but you're broke.
- You teach breakdancing here and there. It's not much, but it keeps you moving.

What happened? #2 (Talent Scout)

- You're the "talent scout" for this label—but really, you're also IT support, HR, and janitor rolled into one.
- Finally, you brought in someone who knows the game inside out to help you spot new voices.
- On the side, you're studying business. The days are long, the grind is real, but it's your only ticket out.

What happened? #3 (Beat Producer)

- Everyone thinks you're just a basement computer nerd, but really, you're cooking beats. One track already racked up thousands of downloads—you just need the right ears.
- You've brought one of your beats tonight. Maybe the money-man will pass it to a rapper.
- Find a beat online that you like best. The GM may drop it into play in the next scene.

Side Scene: The Streets (3)

You're young hustlers, fighters, fiends. You *are* the streets—raw, restless, always talking about who's up next in the rap game.

What happened? #1 (Drugs)

- You love drugs and drugs love you. You'll take anything you can score, and sling a little on the side to survive.
- You drown the world out with headphones, music always blasting.
- Your parents still hope you'll turn your life around. You're not sure that's even possible. Everyone else seems so far ahead.

What happened? #2 (Fighting)

- Your drug is Mixed Martial Arts (MMA). Training keeps you clean, sort of. Your partner swore they'd stay if you stayed sober.
- You work nights as a bouncer, pocketing tips (and more). Coffee barely keeps you awake. You crave something stronger.
- You hustle steroids from local dealers; your skin is wrecked.
- Rap fuels every rep, every round.

What happened? #3 (Dealer)

- You're no small hustler anymore: you move whatever sells.
- You're addicted to gear. Adidas is nothing, you need Prada, Canada Goose. Expensive brands keep the insecurity away.
- You've got a beautiful partner who doesn't love you, sleeps with others. Deep down, you know why.
- Rap makes you feel like somebody.

Scene 4: Third album

Rap scene

2019. You're 29. DaBaby drops *Suge*.

Your first two albums did okay with respectable, modest success. But now it's album three, and you're not alone. A whole wave of rappers are trying to break through. This is the turning point: either you stand out, or you fade out.

Decision:

- First, every rapper who leaned on managers gets outed as a sellout.
- Then, if necessary, the Heist crew calls players out one by one, until only two rappers remain.

Sidescene: Managers (4)

You're mid-level record label managers, juggling rappers' albums. The label is broke and you need cash, fast. The only way forward is advertising deals, no matter how sketchy.

What happened? #1 (Sales)

- You've landed two sponsorships with local household brands trying to look fresh and youth-friendly.
- These deals bring desperately needed revenue to the label (and a fat commission for you). You're already eyeing a shiny new stereo. For now, you're untouchable.

What happened? #2 (Creative)

- You once dreamed of being a rapper, but you never had the bars, or the guts. Now you write ad copy for a label that can barely stay afloat.
- Your mom says, "At least you have a job in this economy." She's right, but your pride stings.
- Your task: turn ads into rap verses. Sell products with rhymes.

What happened? #3 (Hater)

- This label used to work with real music: rock, metal, the good stuff. Now? You're forced to push rap. It feels like a joke.
- Still... you secretly stream rap on the side. The words hit harder than you'll admit.

What happened? #4 (Liaison)

- You're the bridge between label and artist. This is your lowest point.
- Once the Creative writes the ad-bars, you've got to pitch them to two rappers. If they buy in, their career might tank. If they don't, your job's on the line. You'll never say it out loud, but you're playing with fire.

Sidescene: Heist (4)

You're running a shaky drug operation. The plan looks simple on paper—but your crew is a mess of outcasts and loose cannons.

What happened? #1 (Leader)

- You're the toughest in the hood, steering this crew.
- The plan: smuggle Moroccan mafia drugs through the Netherlands, cut it with flour, and stack cash. But the mafia is no one to fuck with.
- You're always twitchy. Maybe it's the amphetamines.

What happened? #2 (Guns)

- This crew is your only family and the only ones who tolerate your violent streak. Out here, that's a weapon, not a flaw.
- You've done prison time. You'll never snitch. You always carry heat.
- Rap is your soundtrack and it tells the life you already live.

What happened? #3 (Fiend)

- You're hooked deep. No way back. The shakes, the hepatitis: you don't care as long as you score.
- You stick around because the crew keeps you supplied. If you mess up, they'll beat you down. You barely listen to orders anyway.
- Paranoia chews at you: secret societies, moles, enemies everywhere.
- Rap? You don't really care, you just play it because the others do.

What happened? #4 (Undercover)

- You're an experienced cop from out of town. Drugs took your brother, your friends, your father. You swore to tear this trade down.
- You've infiltrated this crew. One wrong word and your cover's blown. You wish you carried a gun.
- You'll never get rap—it glorifies the very life you're trying to end.

Scene 5: Rap superstar

2025. You're 36. You've just dropped your greatest hit.

Now it's the showdown: a stadium packed, the world watching. Only one can walk away as rap superstar. No silver medals. No second place.

Decide who will be rapper **Alpha** and who will be **Omega**. (Ensure there will be equal amount of players as fans of Alpha and Omega)

- Scenes:
 - Start with the scene "Wake"
 - Then, fans discuss why they love their rappers.
- One rapper will be outed.
- After the rapping, all players form a line facing the rappers, including those who were dead.
- Each player votes one at time. Everyone votes for their favorite rapper and gives a brief reason.
- The rapper with most votes becomes the rap superstar.
 - Play: Rap Superstar by Cypress Hill

Sidescene: Wake (6)

You gather at a wake for a friend taken too soon. The knife that ended their life was held by a desperate fiend chasing a last €20. But in truth, it was the drugs that killed them.

What happened? #1 (Dead)

- You are dead. Your life was short, cut off before it even mattered.
- You stare into the eyes of the other dead, trapped together in silence.

What happened? #2 (Dead)

- You are dead. Your life burned fast and faded quicker.
- You stare into the eyes of the other dead, you've both been forgotten.

What happened? #3 (Clean)

- After years of chaos, you finally pulled it together, for your son.
- You're working your first honest job, cashiering at a market. Even showing up on time is a battle.
- You only see your son every other week, thanks to your record. You miss him fiercely. Rap helps, especially Alpha, who raps about a child they can't reach.

What happened? #6 (Social Worker)

- You're one of the few who made it through with a degree, a steady job helping those drowning in the same cycle. You knew the deceased for decades. You tried everything, but this is where they ended up.
- Your only solace is rap. Alpha's words give you courage when yours runs out.

What happened? #3 (Friend)

- You've lost plenty, but this was your closest friend. You were like siblings.
- You know it wasn't the knife: it was the politicians, the suits who never cared about people like you. Their death was pointless.
- Rap is the only way to grieve. Omega's lyrics cut deepest; they understand.

What happened? #5 (Hopeless)

- Another funeral. Another young life gone. You're on disability for depression and worse. What hope is left? Life is cruel, short, senseless.
- Rap keeps you breathing. Omega's raw, grim bars tell the truth you recognize.

Side Scene: Fans (4–6)

You are diehard fans, living reflections of the rappers' words.

What happened? #1 (Struggling)

- You grew up in a broken home and swore your family would be different. But history repeats. You grind a dead-end factory job to put food on the table. You hate your spouse. Your kids just drain you.
- Your only freedom is speeding down highways, blasting Alpha.

What happened? #2 (Scarred)

- Bullies scarred you for life. Now you hide at home, lashing out online, spreading hate to a world that rejected you.
- Rap gives you words when you have none. Aggressive tracks speak for you. Especially Alpha, who's walked your path.

What happened? #3 (Streamer)

- Somehow you ended up here: streaming yourself drunk. Viewers pay more if you do something painful or stupid. You know they don't care about you. You're just noise for bored people.
- Alpha's music is the only thing that makes you feel seen.

What happened? #4 (Single Parent)

- You had a kid too young. The other parent bailed. You're raising them alone.
- No education, no job, no map forward; just a small person who depends on you completely. Omega's music is your anchor.

What happened? #5 (Bankruptcy)

- You lived big: clothes, vacations, gambling. Now the debts are crushing, collectors always calling. You can't work enough to pay it back. You drift between odd jobs for cash.
- Rap is free. Omega's words sound like your life.

What happened? #6 (Crypto)

- A decade ago, your druggie friends pushed you into buying crypto. You forgot about it until the boom, suddenly, you were rich. But money didn't fix anything. Your ex still won't let you near the kids.
- When you miss them, you play Omega on repeat.

Characters

Veeti “Vee” Koskinen

Character Description

A reserved small-town kid who hides in the background until his words demand attention.

Appearance & Vibe – *Understated but Intense*

Tall and lanky with restless eyes, Veeti slouches as if to disappear, but his voice carries unexpected weight. He wears muted hoodies, worn skate shoes, and a black beanie, always with a rhyme-filled notebook in his pocket. *Vibe*: understated, thoughtful, always observing more than he reveals.

Background – *The Outsider Who Listens*

Veeti grew up in a small Finnish town where everyone knew everyone else's business. Shy and withdrawn as a kid, he found it hard to fit in at school and often kept to himself. His parents worked long hours, leaving Veeti to spend evenings wandering the streets or hanging out in his room with headphones on. Through hip hop, he discovered voices that sounded like they understood what it meant to feel invisible. Listening gave him comfort, and writing gave him a way to finally speak back to the world. He's not the loudest or most confident in the group, but when he opens his mouth, people pay attention.

Rap – *Writing in the Margins*

Veeti raps because it's the only place where his thoughts don't feel caged. The rhythm helps him take all the emotions he usually hides—frustration, loneliness, even joy—and transform them into sharp, thoughtful verses. He's fascinated by wordplay and cadence, obsessing over rhyme schemes late into the night. His biggest barrier is himself: his fear of performing live, of being judged, of stepping out from the shadows. While others battle on the mic, Veeti often lingers on the edge, watching, writing, waiting—until one day he finds the courage to take the stage.

Joni “Big Jay” Lehtinen

Character Description

A restless class clown who masks his anxiety with nonstop energy and half-baked schemes.

Appearance & Vibe – *Always Moving, Always Smiling*

Joni has a mop of blond hair, usually sticking out under a snapback. His hoodies are scribbled over with doodles and tags, and his sneakers are covered in marker scrawls. He can’t sit still—fidgeting, drumming on desks, or bouncing on his heels. *Vibe*: goofy, restless, magnetic, but never quite at ease.

Background – *The Jokester with Nerves*

Joni grew up in eastern Helsinki with his mom, who works night shifts as a nurse. He’s always been “the funny one,” quick with impressions or pranks to get attention. Underneath, though, he’s plagued by anxiety and struggles to focus in school, which he hides behind humor. The teachers roll their eyes, but his friends appreciate the way he makes every space feel alive. Still, sometimes Joni wonders if people would like him without the jokes.

Rap – *Fast Mouth, Fast Mind*

For Joni, rapping is like breathing—quick, sharp, full of rhythm. He loves freestyling, the thrill of making people laugh or gasp at a punchline. His barrier is discipline: he rarely finishes writing songs, getting distracted halfway through. He dreams of putting together a serious verse that shows he’s more than just the clown, but he fears people won’t take him seriously if he drops the jokes.

Elisa “EZ” Väisänen

Character Description

A perfectionist who struggles to balance her hunger for control with her need for expression.

Appearance & Vibe – *Polished but Pressured*

Elisa dresses neatly—clean sneakers, coordinated hoodies, always a little too tidy compared to the rest of the crew. She ties her dark hair into tight ponytails and walks with a determined stride. *Vibe*: focused, precise, reliable—but a bit wound up.

Background – *The High Bar at Home*

Elisa’s parents push her hard—good grades, music lessons, sports teams—and she’s learned to keep her standards sky-high. Outwardly, she’s successful, the “good kid” who never misses practice, but she feels trapped in expectations. Secretly, hip hop became her outlet: a space where she could write her own rules, not follow someone else’s. It’s the one part of her life where mistakes don’t feel like failures.

Rap – *Control vs. Flow*

Elisa loves the craft of writing rhymes—perfect syllable counts, polished flows, intricate metaphors. She approaches verses like math problems, neat and exact. But that perfectionism can choke her: she freezes if things aren’t “good enough.” Her barrier is learning to loosen up, to freestyle, to trust the messiness of creativity. If she ever lets go, her talent could shine.

Niklas “Nikke” Saarinen

Character Description

A moody skater who uses music as an escape hatch from a home life he doesn't talk about.

Appearance & Vibe – *Detached but Cool*

Nikke's style is loose jeans, a worn-out Thrasher hoodie, and headphones that almost never leave his ears. His brown hair falls into his eyes, and he leans against walls with a practiced “don't care” posture. *Vibe*: detached, brooding, effortlessly cool—but maybe too distant.

Background – *The Closed Door*

Nikke's parents split when he was younger, and his dad's drinking left scars he doesn't share. Now living with his mom, he spends most evenings at the skate park or wandering the city with his board. He doesn't open up easily, but the group knows he's loyal once you earn his trust. Behind his aloofness, he's paying close attention, storing up lines in his head.

Rap – *Beats Over Silence*

For Nikke, rapping is about release—the chance to throw anger and sadness into rhythm instead of keeping it bottled up. He doesn't care much for battles or showing off, preferring raw verses about his life and feelings. His barrier is trust: he hates the idea of exposing his private world onstage, afraid people will twist it against him. But when he raps, it's like the city finally hears the voice he keeps locked inside.

Amira “Ami” Hassan

Character Description

A sharp-tongued dreamer who hides her insecurities behind bold humor and style.

Appearance & Vibe – *Flashy but Guarded*

Amira wears bright sneakers, hoop earrings, and jackets that always look one size too big, paired with a confident walk that sometimes feels rehearsed. She cracks jokes quickly, always ready to turn teasing into a shield. *Vibe*: loud, funny, but watching closely for who’s really listening.

Background – *The New Voice in Town*

Amira’s family moved from Somalia to Helsinki when she was a toddler, and she’s grown up navigating two worlds. At home, she translates for her parents and helps with her younger siblings; outside, she feels pressure to prove she belongs. Her sharp wit makes her popular at school, but sometimes she wonders if people laugh with her or at her. She uses hip hop to carve out a space where her words carry weight on her own terms.

Rap – *Bars as Armor*

Amira raps because it lets her flip the script: instead of being talked over, she talks back. She loves clever punchlines and the way a rhyme can sting and sparkle at the same time. Her barrier is vulnerability—she hides behind bravado, scared to rap about her real struggles. When the beat drops, she sounds fearless, but deep down she fears being truly seen.

Sanni “\$anni” Korhonen

Character Description

An energetic tomboy who masks her sensitivity with reckless confidence.

Appearance & Vibe – *Bold and Unstoppable*

Sanni has short, messy hair dyed a streaky red, ripped jeans, and a bomber jacket covered in patches. She’s always moving, laughing, climbing fences, or daring someone to try something dumb. *Vibe*: playful, daring, magnetic—but reckless.

Background – *Running on Instinct*

Raised by her grandmother in a working-class neighborhood, Sanni grew up quick, with freedom but not much structure. She thrives on adrenaline and hates feeling boxed in—whether by school, family, or rules. People are drawn to her energy, but her impulsiveness often gets her into trouble. Underneath, she longs for someone to take her seriously, not just see her as the “wild one.”

Rap – *Shouting to Be Heard*

For Sanni, rap is pure energy—raw, fast, sometimes messy, but always alive. She loves the adrenaline of battling and the thrill of outshouting anyone who tries to silence her. Her barrier is discipline: she resists practice and polish, and sometimes people dismiss her as just noise. What she doesn’t show is how much it hurts when no one listens past the chaos.

Kalle “K-Bone” Niemi

Character Description

A quiet, thoughtful boy who observes everything and speaks only when it matters.

Appearance & Vibe – *Calm in the Noise*

Kalle has round glasses, loose hoodies in earth tones, and a permanent pair of headphones draped around his neck. His sandy blond hair is always a little too long. He hangs back in groups, often sitting with his sketchbook. *Vibe*: gentle, steady, contemplative.

Background – *The Listener*

Kalle’s parents divorced when he was young, and he splits time between households. Neither home feels fully his, so he retreats into his own inner world—drawing, writing, and listening to music. He’s not outspoken, but his quiet loyalty makes him someone others trust deeply. With friends, he doesn’t need to lead; he anchors.

Rap – *Poetry in Motion*

Rap, for Kalle, is an extension of poetry: careful words, strong images, and rhythms that feel like sketches come to life. He prefers writing to performing, and his biggest tension is confidence—sharing verses feels like ripping open his diary. He dreams of proving that subtle, thoughtful rap can hit just as hard as the loudest battles.

Mira “10” Lahti

Character Description

An ambitious overachiever who secretly craves freedom from her own high standards.

Appearance & Vibe – *Polished but Restless*

Mira keeps her dark hair braided neatly and wears carefully matched outfits, blending sporty and stylish. She has an upright posture, like someone always on stage. *Vibe*: confident, composed, but with a restlessness beneath.

Background – *Balancing Acts*

Mira excels at school, sports, and whatever else she touches. Teachers love her, parents boast about her—but she feels trapped by her own reputation. She discovered hip hop late, drawn to the freedom it offered compared to her rigid daily routines. She’s secretly terrified of failing, which makes her push herself even harder.

Rap – *Breaking the Script*

Rap gives Mira the freedom to write her own story instead of performing the one others expect. She loves the flow of language and the challenge of crafting verses that sound effortless. Her barrier is fear of imperfection: she won’t share work unless it feels flawless, which keeps her from truly cutting loose. If she ever embraced imperfection, she’d be unstoppable.

Ali “Razor” Rezai

Character Description

A resilient newcomer who channels his struggles into sharp, determined verses.

Appearance & Vibe – *Tough but Honest*

Ali wears thrifted jackets, scuffed sneakers, and keeps his black hair cropped short. His intense gaze makes people think he’s older than 15. *Vibe*: resilient, guarded, but warm once you get close.

Background – *Finding a Place*

Ali moved to Helsinki with his family after leaving Afghanistan a few years ago. He’s learned Finnish quickly but still feels like an outsider, often translating not just language but culture for his family. He’s seen hardship and prejudice, which has hardened him, but he carries himself with pride. Hip hop, with its themes of survival and resistance, spoke to him immediately.

Rap – *Voice Against Silence*

Ali raps to speak truths he feels no one else wants to hear. He loves the honesty and grit of hip hop, finding power in telling his story. His barrier is suspicion—he worries people won’t accept his perspective, or will mock his accent. But when he raps, the rawness in his voice makes people stop and listen.

Tuuli “Wind” Mäkelä

Character Description

A dreamy, artsy soul who blends rap with poetry and melody.

Appearance & Vibe – *Soft but Surprising*

Tuuli wears layered clothes in mismatched colors, paint-stained sneakers, and bracelets she makes herself. She has curly light-brown hair and an open, curious smile. *Vibe*: gentle, artistic, slightly eccentric.

Background – *The Dreamer*

Tuuli lives with her mom, an artist who works odd jobs to get by. Their apartment is cluttered with canvases and books, a space where creativity always buzzes. Tuuli grew up surrounded by art but sometimes feels too fragile for the harsher world outside. Hip hop surprised her—it was raw and tough, but she realized she could weave her softness into it too.

Rap – *Painting with Words*

Tuuli raps like she paints: colorful, experimental, often blending rap with sung hooks or whispered refrains. She’s interested in creating atmosphere more than showing off speed or toughness. Her barrier is confidence—her style doesn’t always fit battles, and she worries people will see her as “not real.” But when she performs, she creates moods that no one forgets.

Petra “Pix” Rantanen

Character Description

A tech-savvy graffiti artist who sees the world as a canvas for hidden messages.

Appearance & Vibe – *Bright but Elusive*

Petra wears oversized hoodies splattered with paint, cargo pants with pockets stuffed full of markers, and fingerless gloves. Her bleached hair is chopped short, dyed with streaks of neon pink. *Vibe*: mischievous, creative, always half in her own world.

Background – *Walls That Talk*

Petra spends most nights biking around Helsinki, leaving colorful tags on walls and underpasses. Her dad is a bus driver, her mom a nurse—both hardworking but too exhausted to keep up with her late-night escapades. Graffiti is her rebellion, her way of proving she exists in a city that feels too gray.

Rap – *Spray Paint Rhymes*

Rap feels like graffiti in sound—sharp, coded, and fast. She loves weaving secret references into her verses, the way a throw-up on a wall might hide a message. Her barrier is focus: she jumps from idea to idea, rarely finishing songs. Still, when she performs, it feels like a spray can hissing to life.

Markus “Mako” Virtanen

Character Description

A sporty joker who finds unexpected depth in music after years of chasing wins.

Appearance & Vibe – *Chill but Competitive*

Mako wears basketball jerseys over hoodies, sweatpants, and spotless sneakers. He’s tall and broad-shouldered for his age, usually seen dribbling a ball or bouncing to an internal rhythm. *Vibe*: playful, confident, with a drive that never shuts off.

Background – *From Court to Mic*

Mako has always been the sports kid—practice, games, trophies. His family is proud but also demanding, expecting him to “go pro.” Secretly, he feels the pressure eating him alive. Rap became an outlet when he realized he could channel the same competitiveness into rhymes. Unlike basketball, here the wins feel personal.

Rap – *Bars Like Baskets*

Mako thrives on battles, turning every rap into a game he needs to win. He loves sharp punchlines and rhythm like a fast break. His barrier is depth: he worries people won’t take him seriously beyond the jokes and flexes. He’s still figuring out how to rap from the heart instead of just for points.

Lotta “Lo” Heikkilä

Character Description

A daydreamer who blends humor, sarcasm, and surreal ideas into strange but captivating verses.

Appearance & Vibe – *Weird but Magnetic*

Lotta wears thrift-store jackets with cartoon pins, patched-up jeans, and big round glasses. Her notebooks are doodled over with strange creatures and random slogans. *Vibe*: eccentric, funny, unpredictable.

Background – *The Odd One Out*

Lotta’s parents both work in IT, and she’s grown up in a house of order and logic. She, however, is anything but orderly. Teachers call her unfocused; classmates think she’s weird. But in her weirdness, she’s found freedom: her oddball humor often breaks tension, and her friends see she’s more perceptive than she lets on.

Rap – *Comedy in Cadence*

For Lo, rap is comedy, performance, and art all at once. She loves absurd punchlines and surreal imagery, mixing jokes with biting truth. Her barrier is consistency—sometimes people laugh with her, sometimes they just don’t get it. But when she’s on, she feels unstoppable, like no one else could think the way she does.

Samuel “Samu” Koivisto

Character Description

A gentle giant who surprises everyone with the softness of his voice and words.

Appearance & Vibe – *Big but Soft-Spoken*

Samu is tall and broad, towering over most kids his age. He wears simple hoodies, worn jeans, and keeps his dark blond hair short. Despite his size, he walks quietly and often looks down, avoiding eye contact. *Vibe*: calm, shy, unexpectedly tender.

Background – *The Big Kid*

Samu has always been the biggest in the room, which meant expectations—people assumed he should be tough, loud, or sporty. He’s none of those things. He lives with his mom in a small apartment, where he helps with chores and looks after his younger siblings. Music has always been his escape, headphones tucked in while he washes dishes or walks to school.

Rap – *Soft Beats, Heavy Words*

Samu loves slow, thoughtful rap—rhymes that reveal feelings most people never share. His verses are tender and introspective, surprising from someone his size. His barrier is shyness: he hates being the center of attention, convinced people will mock him if he opens up. But when he does, his quiet strength silences the room.

Noora “Nox” Peltonen

Character Description

A rebellious night owl who hides her vulnerability under a sharp, cynical shell.

Appearance & Vibe – *Sharp and Restless*

Noora wears ripped black jeans, combat boots, and band tees under leather jackets. Her dyed black hair covers half her face, and her eyeliner is always smudged. *Vibe*: tough, sarcastic, but with cracks in the armor.

Background – *Running from Silence*

Noora lives with her dad, a long-haul truck driver who’s rarely home. Her mom left years ago, leaving a hole she refuses to talk about. She spends nights wandering Helsinki’s streets, sneaking into late-night spots and finding trouble she doesn’t always escape. The city feels alive at night, and she feels like that’s when she belongs.

Rap – *Midnight Confessions*

Rap, for Nox, is late-night honesty. She spits sharp, biting rhymes about betrayal, loneliness, and street life, often darker than her friends expect. Her barrier is trust: she uses sarcasm and anger to mask her hurt, worried that being real will make her seem weak. But those who hear her real verses know she’s the rawest voice in the crew.

Henri “Hessu” Salonen

Character Description

A goofball who hides his smarts behind clownish antics and endless energy.

Appearance & Vibe – *Chaotic but Clever*

Hessu has curly blond hair, a gap-toothed grin, and clothes that never quite match—hoodies with cartoon prints, baggy sweatpants, and neon socks. He’s always bouncing, beatboxing, or tapping rhythms on tables. *Vibe*: funny, chaotic, secretly sharp.

Background – *The Laughing Shield*

Hessu’s dad works in construction, his mom at a bakery—both busy and tired. At school, he became “the funny one,” always cracking jokes to defuse tension. But he uses humor as a shield: he worries people wouldn’t like the quieter, more thoughtful side of him. Music is where he lets his cleverness shine.

Rap – *Punchline Machine*

Hessu loves freestyling absurd rhymes, slipping in wordplay and jokes that make people laugh. His barrier is discipline—he rarely takes rap “seriously” enough to refine his skills. Still, when he gets focused, his cleverness could blow people away.

Ida “Icey” Välimäki

Character Description

A sharp, ambitious girl who presents herself as cool and unshakable, even when she’s unsure inside.

Appearance & Vibe – *Cool and Calculated*

Ida wears sleek tracksuits, clean sneakers, and keeps her hair tied in a tight ponytail. Her makeup is sharp, her posture confident, her gaze steady. *Vibe*: composed, stylish, intimidating—but maybe a little brittle.

Background – *Pressure Cooker*

Ida’s older brother was a local rap talent before quitting after getting into trouble. She grew up watching him, admiring his boldness but also fearing his mistakes. Her family worries she’ll follow his path, so she tries to be the “perfect” kid—grades, sports, responsibility. Still, she can’t resist the pull of the mic.

Rap – *Cool Cuts*

Icey raps with precision—tight, polished verses that sound older than her years. Her barrier is emotion: she fears letting her cool façade slip, worried people will see her as weak. If she ever raps from the heart, she could eclipse even her brother.

Teemu “Tempo” Aaltonen

Character Description

A music-obsessed kid who lives and breathes rhythm in every part of his life.

Appearance & Vibe – *Restless but Musical*

Tempo wears headphones almost constantly, drumming beats on his legs, tables, and walls. His curly brown hair is always messy, his backpack covered in stickers from bands and DJs. *Vibe*: restless, passionate, a little scatterbrained.

Background – *Raised on Beats*

Teemu’s parents run a small bar in Kallio where live music plays most weekends. He grew up falling asleep to jazz jams and reggae nights. While other kids played games, he taught himself beatmaking apps and started layering sounds. School bores him, but music never does.

Rap – *Flow Over Everything*

Tempo loves experimenting—syncopation, weird rhythms, unusual flows. His barrier is focus: he’s so obsessed with the beats that he sometimes forgets about the lyrics. When he locks in, though, he can turn chaos into magic.

Elvira “Elli” Jokinen

Character Description

A shy but determined girl who uses rap to push herself past her fears.

Appearance & Vibe – *Quiet but Fierce Inside*

Elli wears oversized hoodies, skinny jeans, and sneakers decorated with doodles. Her long dark hair usually hides part of her face, and she often clutches her phone like a lifeline. *Vibe*: timid, introverted, with sparks waiting beneath.

Background – *Finding Courage*

Elli lives with her mom, a librarian, in a quiet part of Helsinki. She’s always been bookish and shy, happier reading than talking in class. When she stumbled on Finnish rap online, she realized words could be powerful weapons, not just quiet comfort. She began writing in secret, surprising herself with how bold her lines sounded.

Rap – *Breaking the Silence*

Rap is Elli’s act of bravery—her way of being louder than life usually allows. She loves writing verses that feel like secret diaries cracked open. Her barrier is stage fright: she panics in front of crowds, convinced her voice will shake. But when she raps for herself or close friends, it’s pure fire.