Situations :

phone + mom + changing voice etc

Breaking window (+ grap from outside)

Tv shutdown

Monster (eye hand separation)

Fear by daylight

Hide in the dark while monster talking

Doesn’t disappear while closing eyes

New limb or body part (mouth and arm etc)

Strange vision

voices

Lore

LifeCycle is generated by things called Souls which comes inside the body at a specific moment of the growth of the baby during the pregnancy and will become the brain. Those souls stays in a bag waiting for a host. There is always the same amount of Souls in the « Universe ». But some parts of those souls can become corrupted and change into a parasite. This thing can stay with/on the Soul or can migrate to another one. It can also take the complete controle of the soul.

The parasite need to make the host’s brain weaker and weaker to take more control of it and grow, in order to do that they’ll use fear, anger, violence, etc. After the death of the person, the Soul exit the brain and the brain to come back to the bag, but if there’s a parasite that is to big the corrupted part of the Soul will go somewhere else and the remaining of the soul will be disabled. When the « dead » soul come back it loses all what it learns in fragments during the travel and some of those fragments can be catched by « birth » souls, and parasites can hide in them.

When twins souls get out of the bag they are very close to each other and a parasite can split in two parts to infect both souls. So the twins will have similar disease and see the same things

Souls contains the basic data that a body needs to work like an installation file

Enemy :

Parasite purpose : outnumber normal souls.

Thing from the mind

IDEA : IT SIMULATION