**Spoon Test**

### **Player**

* Role: Protagonist / POV character
* Age: 18–25
* Personality: Cautious, curious, practical
* Appearance: Casual homewear (loose shirt), slightly unkempt hair, expressive eyes
* Expressions Needed: Startled, confused, scared, cautious, determined
* Notes: Their internal logic drives the story; they know something’s off but stay calm under pressure. Has a realistic, subtle sense of humor.

### **Mila (Aswang)**

* Role: Antagonist
* Age: Looks early 20s, but timeless
* Personality: Creepy-calm, subtly manipulative, passive-aggressive
* Appearance: Sweet face with something “off” (slightly too pale, smile doesn’t reach the eyes), old-fashioned clothing or distorted details in reflection
* Expressions Needed: Neutral mask, eerie smile, subtle menace, distorted reflection, rage (when exposed)
* Notes: Must appear “almost normal” — the horror comes from how off she is when you look closely.

## **Smoke Break with a Kapre**

### **Player**

* Role: Protagonist / Lost wanderer
* Age: 18–25
* Personality: Polite, nervous, either respectful or dismissive depending on path
* Appearance: Casual urban clothing, backpack or sling bag, cigarette or vape (optional)
* Expressions Needed: Uneasy, curious, scared, respectful, annoyed, confused
* Notes: Their choices affect the tone—“respectful” players survive, “rude” ones don’t.

### **Kapre**

* Role: Forest spirit
* Age: Ageless (looks around 40–60 in spirit years)
* Personality: Chill but commanding; can be mischievous or deadly depending on behavior shown to him
* Appearance: Enormous figure, eyes like embers, always shrouded in smoke; only partially visible in most shots
* Expressions Needed: Smug grin, serious stare, amused chuckle, silent warning
* Voice/Movement: Deep, slow, gravelly voice; speaks calmly but with weight. His laugh can be charming or terrifying.

## **Step on a Nuno**

### **Player**

* Role: Protagonist / Instigator
* Age: 15–20
* Personality: Arrogant, skeptical, modernized kid who doesn’t believe in old superstitions
* Appearance: Streetwear or school uniform, headphones or phone in hand
* Expressions Needed: Bored, annoyed, mockery, sudden pain, terrified, regret
* Notes: Represents the clash of old beliefs vs. modern indifference. Optional: ends up apologizing, or pays the price.

### **Nuno sa Punso**

* Role: Spirit being / Punisher
* Age: Ancient, appears as a tiny old man (or woman), 1–2 ft tall
* Personality: Easily offended, proud, unpredictable
* Appearance: Earth-toned clothes, with moss or leaves in hair; eyes glow faintly red when angry
* Expressions Needed: Calm pride, offense, rage, trickster glee
* Voice/Movement: Raspy but sharp; may sound comically old but suddenly intense. Floats or appears with a gust of wind.