



BREAKING POINT

Suit of Skulls

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What is this?

Breaking Point: Suit of Skulls is the thirteenth monthly small release for **KULT: Divinity Lost**. This release features nine changes a **Broken** player-character could experience, all of which are based on the KULT Tarot. As the Gamemaster, you are invited to change and adapt them to better fit your story, as well as attach any other effects relevant to what caused the PC to break. Other suits will be released in the near future.



Characters, locations and incidents are portrayed from the metaphorical viewpoint of the **KULT: Divinity Lost** setting.



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VISIONS AND NEEDS

How long does “Brokenness” last? What are its consequences? How will the PCs change? Is this forgettable and/or treatable? The truth of the matter is that these and many more questions have answers unique to each game. It all depends on context, GMing style, campaign themes, the Horror Contract, etcetera.

A splatterpunk themed game might have the player-characters peak momentary madness and frenzy, while a story about altered conscience might require that they remain *Broken* for long periods of time. One is sudden, chaotic, and hyper-violent. The other is calm and surreal. Some groups will gladly delve into the depths of the human mind to explore philosophical questions. Others want nothing but Hollywoodian meltdowns. Maybe you want to experience *Broken* for the sheer power it brings (Enlightenment through Madness), or maybe you’re seeking the discussions about mental health that it sparks (*Broken* as a mental illness). Either way, it is up to each group to define what it looks like in their own campaign.

With that said, here are some questions to help you shape what *Broken* means and looks like. If breaking is meant to be a big part of your story, consider using these questions to expand the Horror Contract before the game begins. This is not a definitive list, so remember to expand on the answers and allow more questions to emerge as needed.

- ◆ What are the main themes of the campaign? How could a *Broken* PC enhance them?
- ◆ How is *Brokenness* experienced under these themes? And for how long?
- ◆ Are there any lingering effects?
- ◆ Is it possible to ever be normal again after breaking?
- ◆ Which additional systems would benefit the story? Maybe additional Player Moves, maybe bonuses or penalties to Attributes, or perhaps none are needed.
- ◆ Which “glimpses of the Truth” could be experienced?
- ◆ Does the Horror Contract limit an aspect of being *Broken*? If so, which aspects and how?

TAROTICA

This release presents ideas based on the Suit of Skulls. These are not the only effects of these cards. Rather, see them as a starting point to develop your own vision. You are of course invited to grab the Tarot Guide (available for free on our website) and brainstorm while reading this document.

Each idea is followed by a suggestion of a new Advantage and Disadvantage the PCs might have access to while *Broken*. It is up to you to determine if they should retain these Moves after “unbreaking”. As a rule of thumb, if you wish to avoid dealing with too many Advantages, it’s wise to ask the Player to erase one of her own before gaining access to the new one. Alternatively, if the player-characters are supposed to remain *Broken* for a short period of time and won’t change dramatically after that, you may want to avoid erasing any Moves. Instead, you could simply keep them locked until the “benefits” of being *Broken* have disappeared. The same applies to Disadvantages.

These changes may or may not happen in conjunction with the GM Moves suggested in the corebook. As per the corebook writing, you don’t have to hand new Advantages to the characters, but it does help to better illustrate what it feels like to Break.

Known Homebrew

Some GMs like to simply activate Disadvantages as if the Player rolled -9 whenever needed. Others, not so much. Some don’t think *Broken* characters are capable of *Keeping it Together*... and, again, others disagree. Truly, *Broken* is a plot device for you to explore KULT’s cosmology more deeply and without restraints. However, if you’d rather have some sort of system to guide you, a widely used homebrew is to maintain the mechanics of Critical Stress whilst *Broken* (penalties to *Keep it Together* and Disadvantage rolls and bonus to *See Through the Illusion*). If these modifiers fit your vision and needs, it would be wise to keep them.

This suit represents Death as a breakthrough to the other side, as well as the mortal destruction that binds us to our flesh. It is strongly connected to both Metropolis and the Archons, as well as to Inferno and the Death Angels.

1. Metropolis

The player-character's soul is drawn to Metropolis, but her mind — still under the spell of the Illusion — latches onto the false safety of Elysium. While *Broken*, she will be trapped in a twilight zone that is neither here nor there: the Borderlands. Her mind functions like an old radio, and its knobs are being desperately turned in hopes of listening to anything but the harsh white noise of dead channels.

Despite the Illusion's best efforts to hide Metropolis, sickening imagery will seep through the multiple cracks and draw the PC to it. Gateways into (and out of) the Eternal City open up constantly and are crossed unknowingly. The Archon's citadels can be seen looming in the horizon, mad whispers plead under the traffic sounds, water turns into oil, the light breeze of the city turns into acidic gusts of wind, cogs can be seen and heard at all times etched into the buildings, and streets suddenly become labyrinthine and desolate. Even more so, there's a pervasive feeling of *déjà vu* that follows her everywhere she goes.

In Reality, she is ultimately incapable of staying strictly in Elysium or Metropolis. It is always a wicked mix of the two, forever impossible to decipher completely where she stands at any given time. Until she manages to get a grip — either by completely switching back to Elysium or be, trapped in Metropolis — this shall continue.

Advantage: *Wayfinder* (KDL, p. 116).

Disadvantage: *Cursed* (KDL, p. 97). Her crooked path to enlightenment brings nothing but pain.

2. Forgetfulness

She feels brainworms eating her memories away. Past and future, dreams and wishes, likes, needs, whims, and even her personality. Soon, everything will be inevitably hidden under the veil of forgetfulness. Random episodes of dissociation claim her mind and may last minutes, hours, or even days. When affected by the gnawing void inside her head, she forgets where home is, who her friends are, or entire parts of her identity like name and/or face. Extreme expressions of Forgetfulness come with great fear, causing panic attacks and maddening confusion.

In Reality, her soul is trying its best to detach her conscience from any aspect of the Illusion that subdues her divinity. This creates emotional whirlwinds that are impossible to follow. She suddenly "wakes up" in a different house, or "snaps back to reality" in a place she has never seen before. To others, this is terrifying to witness, as the player-character spirals ever further into Madness. As the Gamemaster, you are now portraying how the PC remembers life, essentially roleplaying through her memories. As such, you might want to make Moves to relocate the player-character in Time & Space, jumping back and forth in the timeline. You can switch up details of a story and even reweave the entire narrative to better represent the fugue state. Names, faces, locations, murder weapons, actions, everything is liable to change. In the end,

are these details how she remembers them? Or the Truth is that they are not constant anyways?

Advantage: *Worldly* (KDL, p. 120).

Disadvantage: *Condemned* (KDL, p. 97) to forget everything, ultimately turning into a Sleeper or being dragged into an Oubliette of Forgetfulness.

3. Remnants

Images of her past lives come crashing down on her in a sudden stab at her soul. In between sights, names, faces, facts, and events, she remembers how it felt to be divine. All that grandiose power locked behind the false lives she's been cursed with. After the constant stream of forbidden secrets overwhelms her Illusion-riddled brain, she is left in a catatonic state unable to properly compute what she's just felt. Truth is, experiencing an inkling of her divinity has left her permanently scarred. These memories have cut way too deep.

From that point on, all the memories will flourish within her dreams as clear and lucid experiences. However, as these begin to bleed into her waking life, she will be plagued with delusions of grandeur as the soul attempts to escape the constraints of the Illusion. When suffering from an episode, she sees seven different selves reflected in the mirror. When she speaks, seven different voices fight their way out of her mouth. In her mind, there are seven names to go by — each of which is just as important as the others. And, to her, they are all as real as reality itself. Illusion-clouded senses will continue to sense her as she was before Breaking. This is but one facet of her, and damned be those who try to force her to conform to their own perceptions.

Advantage: *Divine* (KDL, p. 114).

Disadvantage: *Involuntary Medium* (KDL, p. 98) to expressions of malicious past-selves.

4. Spirit

Her senses are now able to perfectly capture the presence of stray souls: Revenants, the Death deniers and escapees that cling to the lands of the living. To humankind, these are ghosts, spirits, demons, possessors, obsessors, and the like. She's doomed to interact with them via all her senses at all times — there is no way to turn it off. The Illusion, trying its best to dampen the player-character's divinity, will pass her off as someone suffering from a severe psychotic episode. Truth is these monsters are very much real, but they are luckily trapped behind bars created by humankind's obliviousness. Unprotected by such ignorance, the PC is now a prey. Their pleading and wailing hurts, as does their clawing and biting. They want to be helped, to be seen, felt, acknowledged, and listened to. Most, if not all, went far too long without any of those things, and so they desperately seek her to have the slightest taste of it. They share secrets about Death through horrible visions, invade and infect her dreams, and welcome her into their own worlds.

Whenever possible, the Illusion also shrouds the true appearance of a Revenant, which is often terrifying to behold. Until the player-character pierces the façade, they look like an average human. Witnesses unaware of the supernatural are unable to see what's really going on. To them, the player-character is completely alone even when multiple Revenants are attacking her — they see nothing but a deranged person hurting herself.

Advantage: *Contagious Insanity* (KDL, p. 113).

Disadvantage: *Object of Desire* (KDL, p. 100) to the dead and dying.

5. Transition

The *Broken* mind permanently fetters the character's soul to her body. A shard of divinity is cutting a bit too deep in an attempt of showing the player-character that she is eternal. Until she dies, an intrusive thought will continuously pop up: that of dying or being dead already. She dissociates when staring at reflective surfaces, stunned by the sight of a world that doesn't welcome her. Extreme expressions of Transition tear the Illusion inwards, revealing Elysium to be her tomb. Oftentimes she feels immaterial, sick, and anxious. Even though her perceived reality might be "normal" by Illusionary standards, it feels like a purgatory tailored specifically for her. The soul's attempted escape doesn't go unnoticed by the machinery of the Illusion, whose sole objective is to kill her and reset the cycle. However, if still suffering with this when Death comes for her, she might refuse to die and become a Revenant (KDL, p358) instead.

Advantage: *Enhanced Awareness* (KDL, p. 114).

Disadvantage: *Infirm* (KDL, p. 100), for the belief of being dead (or dying) turns into reality.

6. Flesh

The Illusion is torn within her, and hidden beyond the self lies a gateway into Inferno that leads to a thousand Purgatories. The tortured souls trapped in Inferno immediately sense an opening to escape their fates. Their incessant pleading, growling, wailing, and pain overflows into Elysium, leaking through the cracks in the player-character's mind and spilling onto her physical form. Sigils and words appear on her body as if carved by invisible knives. Maps of Inferno bubble up through the skin from the inside as rashes and pustules. True Reality is held within the confines of muscle fiber, ligaments, joints, skin, and hair. This painful haunting comes and goes. Sometimes a sudden wave of guilt opens new wounds. Other times, it looks like the typical possession. The only way to stop this is to wander into the Purgatories, but then she will be at the mercy of the torturers holding these souls captive.

Advantage: *Lay On Hands* (KDL, p. 115).

Disadvantage: *Haunted* (KDL, p. 98) by souls trapped in the Oubliettes of Suffering.

7. Weapon

Her will is constantly overrun with violent urges. The slightest threat to her safety is capable of sparking a macabre death drive. She wants to hurt, taste fresh blood, feel her knuckles being buried into someone's face, and generally engage in opportunistic vicious savagery. This drive isn't limited by

physical conflict, it is an intrusive thought activated by adrenaline. When she's forced into a fight or flight state, she always chooses to fight. It is inevitable, ruthless, and reckless. It is the will to tear and destroy, to rip apart and revel in violence. It is bestial, uncaring, monstrous. She wants to overindulge, to leave the blood trail, to be found and challenged, to have a reason to lash out. As long as she's alive, this will continue. Inferno will keep its grip on her until she has destroyed everything and everyone.

Advantage: *Rage* (KDL, p. 120).

Disadvantage: *Marked* (KDL, p. 99) by Inferno.

8. Suffering

She reconnects with all the blissful torture that she has suffered in her past lives. More than that, she wants to relieve it as truthfully to her Infernal masters as she can. She is driven to hurt herself in ritualistic ways that mimic the symbolism of the Death Angel that most resonates with her. It is through suffering that she unveils gateways to Inferno and harnesses its power. She is deeply inspired by the pain she subjects herself to, and the blood that flows out of her body as the result of it. The rituals are intuitive and reveal the Truth, drop by drop. People unaware of the supernatural may never experience a fraction of what she sees, feels, and experiences. To them, she is lost to madness. As a side effect, this power also creates a bridge between Inferno and herself — a passage for creatures from beyond the veil to use that is all too hard to close.

Advantage: *Forbidden Inspiration* (KDL, p. 114), except it does not come from art.

Disadvantage: *Harassed* (KDL, p. 98) by infernal creatures jealous of her freedom.

9. Inferno

The shadows of Inferno engulf the character's perceived reality and traps her into a twilight zone that is neither here nor there. Buildings loom jagged and menacing up ahead in the skyline, agonizing screams pierce her eardrums, water turns into blood, the air humid and rancid, violence is everywhere, and the presence of hidden entities is felt in the dark. By engaging with the symbolism of a Death Angel, the player-character may tear the Illusion towards the Inferno or temporarily harness the occult power imprisoned within her. This may look like recognizing (sub)consciously said symbols and actually interacting with it, or running away in a desperate attempt to avoid it at all costs. The magical effects she's able to call upon are brief, unexplainable, and hard to replicate. Perhaps she finds strength in pain, or her cries entrance others. It could be that hurting others stabilize her *Wounds*, or her suffering alone is enough to cause someone to die.

In Reality, she is not entirely human anymore. Her soul opened up to Inferno and now she's on the path to join (or be claimed by) a clergy (KDL, p. 317). Until she finds closure on this, she is incapable of living strictly in Elysium or Inferno. It is always a wicked mix of the two, forever impossible to decipher completely where she stands at any given time.

Advantage: *Intimidating* (KDL, p. 117).

Disadvantage: *Nemesis* (KDL, p. 99). A nepharite has sensed her and will do whatever they can to trap her in a Purgatory.

