



# AWARE CHARACTER CONCEPTS #1

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## What is this?

**Aware Character Concepts #1** is the eleventh monthly small release for **KULT: Divinity Lost**. It presents eight Aware character concepts to be explored within your own games — use them as starting points to come up with your own ideas, or simply plug & play as they are, letting ideas emerge and flow as you play. With little adjustments, these can also serve as NPCs.



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



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## The Unanswered Oracle

Growing up in the Sisterhood of Our Kind Lady wasn't easy. You've seen girls born and die under terrifying circumstances, birth awful creatures, and preach malevolent teachings guised as God's Only Word, but years of abuse have rendered you incapable of leaving. Recently the rituals have become more and more intimate, and when you thought you've had enough, a spark lit up your insides. You witnessed Our Kind Lady's true image and she spoke through, to, and for you. She told awe-inspiring secrets regarding a myriad of different existences: your past and future reincarnations. Things you have only dreamt about in your wildest nights. Sister Marynn appointed you as the new Oracle, the one who interprets Our Kind Lady's signs. Problem is, now that the abuse against you has slowed, the Lady is now much more demanding than revealing, making even the best and joyful revelations a pain to decipher and pass on Her knowledge. How will you make sense of the future? What happens if you don't? Why would Our Kind Lady bestow such a marvelous blessing upon your soul?

**Archetypes:** The Doll, The Prophet.

**Dark Secrets:** Chosen One, Forbidden Knowledge.

### Dramatic Hooks

- ◆ *Make sense of Her strange signs.*
- ◆ *Fight or perpetuate the abusive cycle within the group.*
- ◆ *Find a way to summon the presence of Our Kind Lady.*

## The Black Swan

Never have you ever thought of yourself as a dancer, at least not until you found your deceased great-grandparents' black ballet collants and shoes. They were known to be impeccable performers, flowing and moving as if physics were non-existent; a plaything for them to bend at will. You have never really thought of yourself as a believer, too, at least not until you started to feel something grab you by the waist as you jump, twirl and stand on your feet whenever wearing said collant and shoes. At this point you have both performed for everyone; the rich, the evil, both the ugly and beautiful, the good, the unholy and divine alike, the poor, the lost and stricken, the hopeless nihilists, and frenzied romantics. Nothing stops you during a performance, at the price of something trying to breach through your mental barriers every time you set foot on stage. What is it? What does it want? Why is dancing so addictive? Is this the reason your great-grandparents died?

**Suggested Archetypes:** The Artist, The Cursed, The Descendant.

**Suggested Dark Secrets:** Heir, Family Secret.

### Dramatic Hooks

- ◆ *Understand the powers behind the heirloom.*
- ◆ *Survive your last performance.*
- ◆ *Perform to a divine being.*

## The Morbid Architect

You see violence everywhere you look. It's on the shows you watch, the streets you walk, the politics, the city, its people, your friends, family, meals, and school, but not your job. As a notorious architect, your purpose is to come up with projects that reflect a sense of deathly safety, effectively shielding your clients from the horrors outside. For this to work, you have turned to the inherent stillness of annihilation, the tranquil void of numbed emotions. Your architectural concepts, although noble by your standards, are morbid in ways most people just can't fully grasp. You see beauty in distorted shadows cast by postmodern lamps, chandeliers with sharp edges waiting for an accident, concrete flower arrangements mocking life, and much more. It's very real, and melancholic, yes, and you pity those who can't see the inherent charm of your designs. In divine arrogance, you create ambients that bring people closer to thoughts of death, dying, and being crushed by higher forces — godly or not. Some people don't want to — and never will — understand this, but you do have recurring patrons among your weird clientele and online following. Your ultimate wish is to create something for yourself, but you cannot connect with your own death the same way you're able to connect with others'. What happens to those who are continuously exposed to your work? Does your artistic vision hurt you? Why do some clients keep coming back to order designs that will never see the light of day?

**Archetypes:** The Artist, The Careerist, The Broken.

**Dark Secrets:** Occult Experience, Mental Illness.

### Dramatic Hooks

- ◆ *Connect with your own death.*
- ◆ *Connect with a client's death.*
- ◆ *Make your works widely accessible.*

## The Artifact Collector

There was nothing special the first time you read the tarnished scrapbook called Names of Woe you found in a garage sale, it was only after you've started to plunge deep into its backstory that what you once called "reality" fell apart. Intricate descriptions of infernal tortures led your mind astray into hellish landscapes, where you met the disembodied voice of the book's original author. He spoke of this land's loathsome past and prophesized a dozen names that would soon join him in perpetual torment. Shortly after, the first person was found dead after a gruesome robbery-gone-wrong. The second was found hanging in a public street, lynched by their neighbors. The third has yet to appear on the news, but you already see their name on the book. What is truly happening to these souls? Are they deserving of this? Can you harness the book's power and maybe direct it towards your own goals? Who is the author and why does the book exist?

**Suggested Archetypes:** The Academic, The Detective, The Seeker.

**Suggested Dark Secrets:** Forbidden Knowledge, Returned from the Other Side.

### Dramatic Hooks

- ◆ *Find the next victims before they die.*
- ◆ *Use the book to explore your own soul.*
- ◆ *Uncover the author's motivation.*



## The Passion Scholar

The feeble young you could never understand the real motivations behind the stronger, focused, callous leader you are now. It would be difficult even to explain what you really feel whenever the so-called angels appear, but you have learned a way to summon their knowledge, terrifying presence, alluring power, and tainted love. Even the cult you formed around the beautiful monsters, the Faithful Missionaries of Flesh and Desire, doesn't completely understand how to properly perform the rituals without your guidance, but they don't have to. The angels speak of Passion with fervor, and you are supposed to further their gospels. You. Not them. To put it bluntly, these souls with clipped wings under your thumb are merely part of a ladder you're building... one that will reach powers higher than life itself. Are you ready to make the first great sacrifice in the angel's names? What is it about love and sexual attraction that you both despise and crave? What are your cultists after, if not crimson enlightenment by your side? Do you nurture any sort of empathy for them?

**Archetypes:** The Occultist, The Prophet.

**Dark Secrets:** Pact with Dark Forces, Forbidden Knowledge.

### Dramatic Hooks

- ◆ Punish unruly servants.
- ◆ Destroy an enemy cult's altar.
- ◆ Commune with your favorite angelic entities.

## The Independent Investigator

Your dog days were over the first time you illegally set foot on your first crime scene, gathered the necessary evidence and outran the cops when they realized someone had breached in. Equipped with ghoulish curiosity and a knack for investigating odd disappearances, you crawl from city to city trying to solve cold cases tied to conspiracies, the supernatural, and extreme violence. You've seen it all, people appearing in weird places with no recollection of how they got there, people who were believed to be dead but showed up alive and well, and there are those who were kidnapped and killed, yet somehow managed to contact their loved ones after death. You do this not out of altruism, no, you were once missing as well. You know what it is like to be truly lost, to be dragged into an unknown place full of horrors squatting in dark corners. You want to find someone who either went through, or is currently experiencing the same phenomenon. Do you really think there are people that can answer your questions? Why can't you completely trust your memories? What are your theories about what happened to you? Why can't you let this go?

**Archetypes:** The Detective, The Seeker.

**Dark Secrets:** Strange Disappearance, Returned from the Other Side.

### Dramatic Hooks

- ◆ Revisit the place where you were held captive.
- ◆ Tie another case's clues to your past.
- ◆ Help someone that was kidnapped to find closure.

## The Sacrificial Lamb

"You were born for this," your family cried. "You are important to us," they plead. And so they offered your meek body and soul to demonic entities in exchange for the rapid fattening of their bank accounts. For all the luxury your suffering bought them, all you have ever received was the tight gilded cage you've come to despise. "We are going to lose everything," they wailed as you ran away. The hardest part of your life was accepting that if home is where the heart is, you're going to be forever lost. Living in the streets isn't easy, and the horrors who first drank from you back then are thirsting for more tonight. You have seen their faces hiding in mirror shards stained with blood, their saliva dripping from rusty heroin-filled syringes, and their corrupting touch disguised as acidic rain. Even away from your family, people still want to possess the power you harbor. What is it about you that others want so bad? Will the entities' haunting presence ever vanish? Why do you know death isn't a way out?

**Archetype:** The Doll, The Drifter.

**Dark Secret:** Chosen One, Rootless.

### Dramatic Hooks

- ◆ Find a way to guard yourself against your supernatural stalkers.
- ◆ Confront the horrors within your dreams.
- ◆ Join forces with others like you.

## The Devil At The Crossroad

There was a time when blind kindness blossomed in your chest. Treating others fairly, as with all honorable things in life, never paid up all the emotional investment you had to make. It was only after a close friend backstabbed you and robbed your savings, spouse and friends, that you accepted the hardest truth: this is a dog eat dog world. With nothing else to lose, you bet everything on climbing the criminal ladder, made contacts in the nastiest fields, subjected your mind to continuous trauma, and inflicted unimaginable horrors on others. Now, after having successfully sheltered your conscience in psychopathic plausible deniability, you connect people to the worst there is... for a price. To them, you are the devil at the crossroads hooking the naive to strong drugs, selling and buying bodies, making dreams come true, whispering dark promises, and collecting hefty payouts from secrets well kept. What your customers don't know is that you have awakened an unholy power deep within your heart, and it wants to consume you whole. Each handshake leads you further into darkness, but you're not a loser. Not anymore. What is the nature of your power? Would you ever be willing to go back to ground zero? How long can you keep doing this without losing your sanity?

**Archetypes:** The Criminal, The Fixer, The Deceiver.

**Dark Secrets:** Forbidden Knowledge, Guilty of Crime.

### Dramatic Hooks

- ◆ Tempt someone into a new vice.
- ◆ Explore your weaknesses, supernatural or not.
- ◆ Push the limits of your powers.