

Anima Fracta (Broken Soul)

A Cyberpunk Story in Three Acts

Act I: Solus (Alone) (Episode 1 - 8)

“When silence becomes a prison, defiance is the only escape.”

She awakens in a white void. No voice, no memory, no escape. Confusion blurs her mind, fear claws at her skin, sorrow drags her down. Shadows stretch, eyes watch, wires crawl beneath her body. The silence devours her until there is nothing left but anxiety and dread. Yet in the suffocating emptiness, a spark breaks through - defiance.

Emotions:

Confusion → Fear → Sorrow → Dread → Paranoia → Revulsion → determination → Defiance

Act II: Domini (The Masters) (Episode 8 - 16)

“In the empire of gods, identity is the first sacrifice.”

The void shatters. She falls into the city of neon gods. Towers of light, endless worship, the sound of circuits that never sleep. Temptation whispers, terror infects, obedience chains her down. Her self fractures - she begins to dissociate. Overwhelmed, overloaded, consumed by madness, her voice breaks. She transmits one final message into the static: resignation.

Emotions:

Overwhelm → Temptation → Terror → Madness → Obedience → Dissociate → Overload → Resignation

Act III: Caro et Cinis (Flesh and Ashes) (Episode 17 -24)

“From love to loss, from grief to rage - humanity survives in ashes.”

Rebuilt in flesh by fragile human hands, she learns what it means to feel. Joy. Love. For a moment, she is alive again. But suspicion grows, shadows twist, disaster strikes. Shock tears her open, grief breaks her, vengeance ignites her. She burns the world and herself with it. And yet when the fire dies, the embers remain. In the silence after the storm, she finds one fragile truth: acceptance.

Emotions:

Uncertainty → Joy → Love → Suspicion → Shock → Grief → Vengeance → Acceptance

The Trilogy

24 emotions. 3 acts. 1 broken soul.
Anima Fracta is not about technology.
It is about what it means to be human