

<p>Character Secret</p> <p>False Identity</p> <hr/> <p>SECRET</p> <hr/> <p>Living under assumed name</p> <hr/> <p>MUST</p> <p>Maintain cover stories</p> <hr/> <p>FEARS</p> <p>Discovery</p> <hr/> <p>EFFECTS</p> <p>Network of lies</p> <hr/> <p>TENSION</p> <p>Truth vs Security</p>	<p>Character Secret</p> <p>Hidden Heir</p> <hr/> <p>SECRET</p> <hr/> <p>Unknown claim to power</p> <hr/> <p>MUST</p> <p>Hide birthright</p> <hr/> <p>FEARS</p> <p>Destabilization</p> <hr/> <p>EFFECTS</p> <p>Power structure</p> <hr/> <p>TENSION</p> <p>Duty vs Freedom</p>	<p>Character Secret</p> <p>Sleeper Agent</p> <hr/> <p>SECRET</p> <hr/> <p>Embedded in organization</p> <hr/> <p>MUST</p> <p>Follow triggers</p> <hr/> <p>FEARS</p> <p>True self</p> <hr/> <p>EFFECTS</p> <p>Deep cover</p> <hr/> <p>TENSION</p> <p>Mission vs Bonds</p>
<p>Character Secret</p> <p>Curse Bearer</p> <hr/> <p>SECRET</p> <hr/> <p>Hidden supernatural burden</p> <hr/> <p>MUST</p> <p>Regular sacrifices</p> <hr/> <p>FEARS</p> <p>Losing control</p> <hr/> <p>EFFECTS</p> <p>Affects close ones</p> <hr/> <p>TENSION</p> <p>Control vs Care</p>	<p>Character Secret</p> <p>Memory Keeper</p> <hr/> <p>SECRET</p> <hr/> <p>Knowledge that could destroy</p> <hr/> <p>MUST</p> <p>Protect through silence</p> <hr/> <p>FEARS</p> <p>Truth impact</p> <hr/> <p>EFFECTS</p> <p>Guards others</p> <hr/> <p>TENSION</p> <p>Truth vs Protection</p>	<p>Character Secret</p> <p>Debt Bound</p> <hr/> <p>SECRET</p> <hr/> <p>Life-changing favor owed</p> <hr/> <p>MUST</p> <p>Hide obligation</p> <hr/> <p>FEARS</p> <p>Payment due</p> <hr/> <p>EFFECTS</p> <p>Constant anxiety</p> <hr/> <p>TENSION</p> <p>Honor vs Survival</p>
<p>Character Secret</p> <p>Lost Parent</p> <hr/> <p>SECRET</p> <hr/> <p>Abandoned own child</p> <hr/> <p>MUST</p> <p>Keep distance</p> <hr/> <p>FEARS</p> <p>Recognition</p> <hr/> <p>EFFECTS</p> <p>Secret protection</p> <hr/> <p>TENSION</p> <p>Love vs Separation</p>	<p>Character Secret</p> <p>Prophecy Holder</p> <hr/> <p>SECRET</p> <hr/> <p>Knows future event</p> <hr/> <p>MUST</p> <p>Guide subtly</p> <hr/> <p>FEARS</p> <p>Wrong choice</p> <hr/> <p>EFFECTS</p> <p>Cannot reveal</p> <hr/> <p>TENSION</p> <p>Fate vs Free Will</p>	<p>Character Secret</p> <p>Double Agent</p> <hr/> <p>SECRET</p> <hr/> <p>Playing both sides</p> <hr/> <p>MUST</p> <p>Control information</p> <hr/> <p>FEARS</p> <p>Exposure</p> <hr/> <p>EFFECTS</p> <p>Multiple roles</p> <hr/> <p>TENSION</p> <p>True vs False Self</p>

<p>Character Secret</p> <p>Innocent Criminal</p> <hr/> <p>SECRET</p> <hr/> <p>Wrongly convicted</p> <hr/> <p>MUST Hide past</p> <hr/> <p>FEARS Authority</p> <hr/> <p>EFFECTS Protect others</p> <hr/> <p>TENSION Justice vs Safety</p>	<p>Character Secret</p> <p>Immortal Wanderer</p> <hr/> <p>SECRET</p> <hr/> <p>Cannot age or die</p> <hr/> <p>MUST Restart life regularly</p> <hr/> <p>FEARS Investigation</p> <hr/> <p>EFFECTS Hidden abilities</p> <hr/> <p>TENSION Time vs Connection</p>	<p>Character Secret</p> <p>Revenge Seeker</p> <hr/> <p>SECRET</p> <hr/> <p>Hidden vengeance agenda</p> <hr/> <p>MUST Maintain facade</p> <hr/> <p>FEARS Mission failure</p> <hr/> <p>EFFECTS Close to target</p> <hr/> <p>TENSION Justice vs Peace</p>
<p>Character Secret</p> <p>Power Suppressor</p> <hr/> <p>SECRET</p> <hr/> <p>Hidden abilities</p> <hr/> <p>MUST Control powers</p> <hr/> <p>FEARS Discovery</p> <hr/> <p>EFFECTS Regular struggle</p> <hr/> <p>TENSION Gift vs Normal</p>	<p>Character Secret</p> <p>Time Displaced</p> <hr/> <p>SECRET</p> <hr/> <p>From another era</p> <hr/> <p>MUST Hide knowledge</p> <hr/> <p>FEARS Timeline change</p> <hr/> <p>EFFECTS Must adapt</p> <hr/> <p>TENSION Past vs Present</p>	<p>Character Secret</p> <p>Soul Bargainer</p> <hr/> <p>SECRET</p> <hr/> <p>Made supernatural deal</p> <hr/> <p>MUST Hide terms</p> <hr/> <p>FEARS Payment due</p> <hr/> <p>EFFECTS Affects all ties</p> <hr/> <p>TENSION Deal vs Freedom</p>
<p>Character Secret</p> <p>Identity Thief</p> <hr/> <p>SECRET</p> <hr/> <p>Living someone's life</p> <hr/> <p>MUST Maintain stolen life</p> <hr/> <p>FEARS Original return</p> <hr/> <p>EFFECTS False bonds</p> <hr/> <p>TENSION Earned vs Stolen</p>	<p>Character Secret</p> <p>Disease Carrier</p> <hr/> <p>SECRET</p> <hr/> <p>Dangerous condition</p> <hr/> <p>MUST Prevent spread</p> <hr/> <p>FEARS Intimacy</p> <hr/> <p>EFFECTS Hidden treatment</p> <hr/> <p>TENSION Safety vs Connection</p>	<p>Character Secret</p> <p>Reality Shifter</p> <hr/> <p>SECRET</p> <hr/> <p>Sees hidden reality</p> <hr/> <p>MUST Maintain normalcy</p> <hr/> <p>FEARS Truth revealed</p> <hr/> <p>EFFECTS Protects others</p> <hr/> <p>TENSION Truth vs Peace</p>

Character Secret

Blood Debt Inheritor

SECRET

Ancestor's unfinished task

MUST

Continue legacy

FEARS

Cycle ends

EFFECTS

Family burden

TENSION

Duty vs Life

Character Secret

Apocalypse Prophet

SECRET

Knows coming disaster

MUST

Prepare subtly

FEARS

Mass panic

EFFECTS

Cannot prevent

TENSION

Warning vs Peace