

# THE SLEEPER

*Your past is obscured by flawed memories, and you try not to think about the future. Your life and job are fine. After work, you usually watch TV until it's time to go to bed. Everyone else seems so perfect, so you'll motivate yourself to push through on the tread-mill while listening to the latest podcast and drinking low-fat shakes. People feel best when they don't focus on negative thoughts, one of the blogs you read told you. Above your bed hangs a pretty piece of calligraphy, "I am in charge of how I feel, and today I choose happiness."*



## OCCUPATION

Choose your occupation. It could be anything you wish.

## DARK SECRET

*Choose any 1 Dark Secret. But for as long as they're asleep the PC will not remember anything about it.*

## DISADVANTAGES

*Choose 2 Disadvantages from any Archetype.*

## ADVANTAGES

*You start with no Advantages.*

## ATTRIBUTES

Assign the modifiers +2, +1, and +0 to the three passive attributes: **Fortitude**, **Reflexes**, and **Willpower**.

Assign the modifiers +3, +2, +1, +1, +0, -1, and -2 to the seven active attributes: **Charisma**, **Coolness**, **Intuition**, **Perception**, **Reason**, **Soul**, and **Violence**.

## LOOKS

*Select or come up with your own distinguishing features for your character. Some suggestions:*

**Clothes:** Mainstream, hipster, proper, athletic wear, jeans, suit, trendy, bohemian, gangsta, anonymous, all black, nerdy, chic, handsome, provocative, flattering, normcore, or alternative clothes.

**Face:** Cute, tired, forced smile, rosy, hard, doughy, swollen, emaciated, pale, non-expressive, pretty, masculine, soft, grim, long, round, square, bearded, or tanned face.

**Eyes:** Avoidant, large, contemptuous, flirtatious, cheerful, innocent, intense, drowsy, dominant, demanding, dark, bright, confused, or bored eyes.

**Body:** Thin, muscular, chubby, skinny, tall, short, big, heavy-set, lean, strong, hearty, bent over, straight-backed, bouncy, serene, expressive, frantic, jittery, or gray body.

## NAME

Come up with a name according to your background and setting:

## DISTRACTIONS

- ♦ Dating services.
- ♦ Discussion forums.
- ♦ Exercise and fitness.
- ♦ Fashion.
- ♦ Interior decorating.
- ♦ Online games.
- ♦ Pornography.
- ♦ Snake Charmer (Soul)
- ♦ Reality TV.
- ♦ Shopping.
- ♦ Social media/apps.
- ♦ TV-series.
- ♦ Distraction of your own design.

When you engage in your Distraction for several hours, you recover **+1 Stability**.

When you are unable to engage in your distraction for a few days, you must *Keep it Together* to not give in to it – even to your detriment.

## RELATIONS

Everyone introduces their character by name, looks, and personality. Take your turn. Write down the other player characters' names. Go around the table again to establish your Relations.

- ♦ One of the characters is an associate from work.
- ♦ One of the characters is a lover or a friend. Take **+1 Relation** with each other.
- ♦ One of the characters is connected to your Dark Secret.
- ♦ You secretly follow the character on Instagram, their blog, or similar social media. Take **+1 Relation** with them.
- ♦ One of the characters has something you're jealous of.

*Decide the nature of three additional Relations: One **neutral (0)**, one **meaningful (+1)**, and one **vital (+2)**.*

# ATTRIBUTES



## RELATIONS

# STABILITY

<input type="checkbox"/> Composed	
<input type="checkbox"/> Uneasy	–1 to Disadvantage rolls
<input type="checkbox"/> Unfocused	
<input type="checkbox"/> Shaken	–1 <i>Keep it Together</i>
<input type="checkbox"/> Distressed	–2 to Disadvantage rolls
<input type="checkbox"/> Neurotic	
<input type="checkbox"/> Anxious	–2 <i>Keep it Together</i>
<input type="checkbox"/> Irrational	–3 to Disadvantage rolls
<input type="checkbox"/> Unhinged	+1 <i>See Through the Illusion</i>
<input type="checkbox"/> Broken	GM makes a Move

# WOUNDS

Serious Wounds (–1 ongoing)	Stabilized
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
Critical Wound (–1 ongoing)	Stabilized
	<input type="checkbox"/>

# GEAR

- ☐ Phone with an email that hasn't been sent yet.
- ☐ A letter reminding of an unpaid bill.
- ☐
- ☐
- ☐
- ☐

# DARK SECRET

& Personal Drives

## DRAMATIC HOOKS

## ADVANCEMENT

[1] Remember something about your Dark Secret.

[2] Remember something about your Dark Secret.

[3] Remember something about your Dark Secret.

[4] Remember something about your Dark Secret.

[5] Remember something about your Dark Secret.

[6] Awaken. Choose an Aware Archetype. Keep current Dark Secret and Disadvantages, but pick three Advantages from new Archetype.

# DISADVANTAGES

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**KULT**  
♦ DIVINITY LOST ♦