

# The Desperate

an Immersive Club Experience  
about Craving and Comfort;

a Freeform Role-Playing Game  
for six to twenty Players  
and a Game Master

Game design, concept art and layout by  
*Lauri Lukka*

*“Hey, you sit and stare, I know you want me,  
so put down your glass and follow me home.  
And you, does your cute friend have a boyfriend?  
If not, I have a friend...”*

Kobojsarna – Jag Vet Du Vill Ha Mig



## Synopsis

*It's the power of pleasure  
The feeling I need  
To the disco  
On the dancefloor  
So welcome to my life  
If you wanna move  
This is time to make a party*  
DJ Carpi –  
The Power of Pleasure

*You have never paid much attention to the club near the city centre, perhaps due to the fact that it has never seemed very welcoming, contemporary or hip – actually quite the contrary. On weekdays it is always dead quiet even if the 90's neon lights blink disturbingly, rhythmlessly. On the weekends it seems to magically spring to life as if the week had only been a shallow slumber. The queue spreads to the street and you can hear the deep bass from within. There are cheap ads about the happy hour (from 7 to 9 pm) and the drink of the month (cola with vodka) that has not been changed for years – but no one minds.*

*You know no one in the queue. It seems most of the people have arrived without a partner. They glance around, familiarising themselves to their surroundings and the new faces. Regardless, the atmosphere is not cold or distant; there is the excitement of expecting something pleasant to happen. Not having had much to begin with in your life and having lost the last of it in the bankruptcy, something tells you that here you could be in the comforting company of other castaways, peers, equals.*



The Desperate is a freeform role-playing (party) game in two acts for 6–20 players and at least one game master. The game time is about 3–4 hours.

Despite the gloomy setting the game is intended as an energetic and positive party game. In a way, it is quite a lot like a club simulation with some twists. This does not mean, however, that the game is superficial. The characters can be played as traumatized individuals externalising their pain that reflects the alienation and loneliness in modern society. Alternatively, you can just hop on the party wagon and enjoy the ride of flirting, dancing and drama. Most games are somewhere in between. It is up to the players and the game master how deep they want to dive in to the world of desperation and yearning... but also comfort and solace.

## Running the Game: A Guide for the Game Master

*Yeah!*

*Ahh!*

Scooter – Weekend

This chapter explains the main game mechanics and after reading it, you should have a clear idea about the game. There are no secrets, so the players should also feel free to read the materials. The players who wish to avoid spoilers should not read the characters at the end, though.

### Theme, atmosphere and game mechanics

**The atmosphere of the game can be adjusted.** The game master should consult the players for their preferences and expectations about the game atmosphere and theme and then adjust the game accordingly. The atmosphere should be thought as a continuum: the game can be lead as an ominous, depressed and realistic game about the misfits and the unfortunate seeking solace. Alternatively, it can be played as a melodramatic, light and almost a feel-good game where a group of peculiar individuals are having a good night out. Naturally, most of the games go somewhere in between these extremities.

**The game consists of two acts that include fateplay.** The first act is rather unstructured and the players are free to enjoy the characters, music,



dancing and relationships. The first act ends with the characters leaving the club to head for an after party, accompanied by at least one partner. The characters are not limited to going with a partner of opposite gender or going with only one character. However, the characters are not allowed to leave the act with possible NPC players. The fateplay means that no character is allowed to end the act alone. The second act depicts the after party and is somewhat more structured than the first act.

**The game space is an important part of the game.** A good location supports immersion to the characters and the game world while a poor location can possibly ruin the atmosphere. The game space represents a club and should at minimum try to look like one. This means that there should not be any daylight from the windows and there should be music. Additional props such as spotlights or disco balls can be used to improve the atmosphere. The game space should have different areas for representing

different parts of the club: dance floor, bar, the toilets, the VIP area etc. The dance music should be loud and pumping, the game master can act as a DJ. Below are some songs to get you in the mood. For dancing during the act I (see below):

Kobojarna – Jag Vet Du Vill Ha Mig  
 KICK – Fest hos mig  
 DJ Satomi – Waves  
 Baby Alice – Pina Colada Boy  
 Inna – Hot  
 Rave Allstars – Hardcore Vibes

Here are some love songs or slow dancing songs to be used in late in the act I:

Berlin – Take my Breath Away  
 Bon Jovi – Always  
 Robbie Williams – Angels  
 Bonnie Tyler – Total Eclipse of the Heart  
 Savage Garden – Truly Madly Deeply  
 Westlife – I'll be Loving you Forever

Lastly, some suggestions for quiet background music for the act II:

Emancipator – Soon it Will be Cold Enough  
 Carbon Based Lifeforms – Interloper  
 Anna Ternheim – Halfway to Fivepoints  
 Adele – 21

**Almost anything that builds drama is ok.** This means that improvisation is an important part of the game. During the game the players are free to make up and refer to non-player characters and events outside the game space: there is no need to ask for the game master's acceptance or guidance. The players can also come up with imaginary props should they add to the drama. The most important thing to remember is that anything that adds to the drama is allowed as long as it keeps the game moving; and on the other side, should something stop the conflict, drama or interaction it should be avoided.



**The game master has a flexible role in the game.** Before the game the game master schedules the event and makes sure everything is ready when the players show up. During the game the game master affects the players in many ways: they can be the DJ or VJ, from whom the characters can request songs from – YouTube or Spotify comes in handy here; they can be the master of ceremonies who holds karaoke, dance or limbo competitions; they can be the bartender who sets up blind dates for the characters or they can be an NPC in the black box (see below). Instead of choosing just one or two game masters, you can have any number, and you can distribute these roles amongst them. A game master can also play a character while making arrangements in the club. Discuss the work distribution amongst the game masters, and make sure everyone knows their responsibilities.

**The characters are built before the game.** The characters are intentionally left stereotypical and rough – the players should have some time to complete the character personality before the game. The game master assists the players in creating deep enough characters for the players to immerse in. The players should build their characters together in small groups of 3–4 players, thus creating some preliminary relationships to other characters. The game master can have the players complete the following sentences behind their character slips, in order to help the character creation process.

### Sentence Completion Test for Character Creation

My name is  
I work at  
Three words about me

I would like to...  
I am afraid of...  
When I was younger...  
In the future...  
Others do not know that...  
Most people...  
My parents...  
I do not tolerate...  
The most important...



**The game is about seeking solace and comfort.** Most characters are unhappy and lonely and seek company and intimacy from other characters. The means to this end can be very different: sexual intimacy is probably the “easiest”, but many might also seek, for instance, a relationship, good listener, true love, friend, money etc.

Rather than merely having brief conversations, the players should be encouraged to connect to other characters through dancing that can also be used to convey the character personality and characteristics. Having made contact on the dancefloor also makes bonding easier in the act II. The characters should also have an opportunity for longer and more personal conversations in the bar area.

**The game may include simulated intercourse.** The game master should discuss this before the game with the players, and address some issues regarding it: Should there be simulated sex at all in the game? What are the comfort zones for the players? Is there a safety word or gesture? How is sex simulated?

Simulating intercourse by touching each others hands has been used successfully in beta tests and other freeform role-playing games, and it has received positive feedback from the players. Palms and fingers are very sensitive areas and touching them can be used to convey many messages very accurately. The “depth” of areas touched represents how intimate the situation is: touching of the tip of the fingers can represent light caresses, fingertips touching the palm kissing and going further into the wrist represents intercourse. The pressure and movement conveys many things as well such as the affect and dominance. At first this method might seem humorous, but after the initial awkwardness it is a versatile and adaptable way of simulating intimacy. The method needs practice and it is a good idea to teach the method in a short workshop before the game. The characters are free to use the technique both in act I and II when they see fit.

**Optionally, the game can use ‘the black box’.** The black box is a space somewhat isolated from the main game space that represents the club. Whereas the latter space is a constant throughout the game for everyone, the time and location of the black box can be altered. The black box can be used to play flashbacks from the characters earlier life – be they from any field of life or from any time of their life. In this way, the characters can act their life out, instead of merely explaining it to each other in the club. The players are free to invite any character to act out scenes in the black box. The player who initiated the scene acts a game master through the scene. The scenes should not be too long: a suggested maximum playtime is ten minutes. The main focus of the game is in the club and the black box should support this – not the other way around.

#### **Additional notes about the game.**

- The players who feel their characters do not contribute to the story can leave the club during the game and change to another character if there are any left over characters, with the game master’s permission.
- Should there be more players than characters, the game master can create new characters or give the additional players NPC characters that do not participate in act II.
- The game can act as a party starter: have the game master send the characters and information to the players and have the players come in as characters. It might be a good thing to limit the amount of alcohol consumed by the players so that the key focus is not about being totally wasted but having fun. You can have a real after party after the game.
- The characters have secrets: they are meant to build drama in the game, not to remain secrets to be discussed in the debriefing.



## Acts

### **Act I – The Club**

The act starts with the characters entering the club on a weekend night. They know this is a good place to find another lonely soul, even for the whole night, but there is no need to rush. The characters most likely start by getting to know other characters. Have the characters enjoy drinks, possible competitions and music. It is important that the players know they have plenty of time to build contacts and seek possible partners for the night. They can freely flirt around and change their mind.

The focus of the act should be finding new contacts. However, there might be a good amount of drama too: jealousy, passion, misinterpretations of intentions, nasty rumours, cat fights and staredowns are a part of a normal weekend at the club. The amount of alcohol consumed should be moderate: the characters have come here to dance and have fun, not to get totally wasted, which might ruin act II.

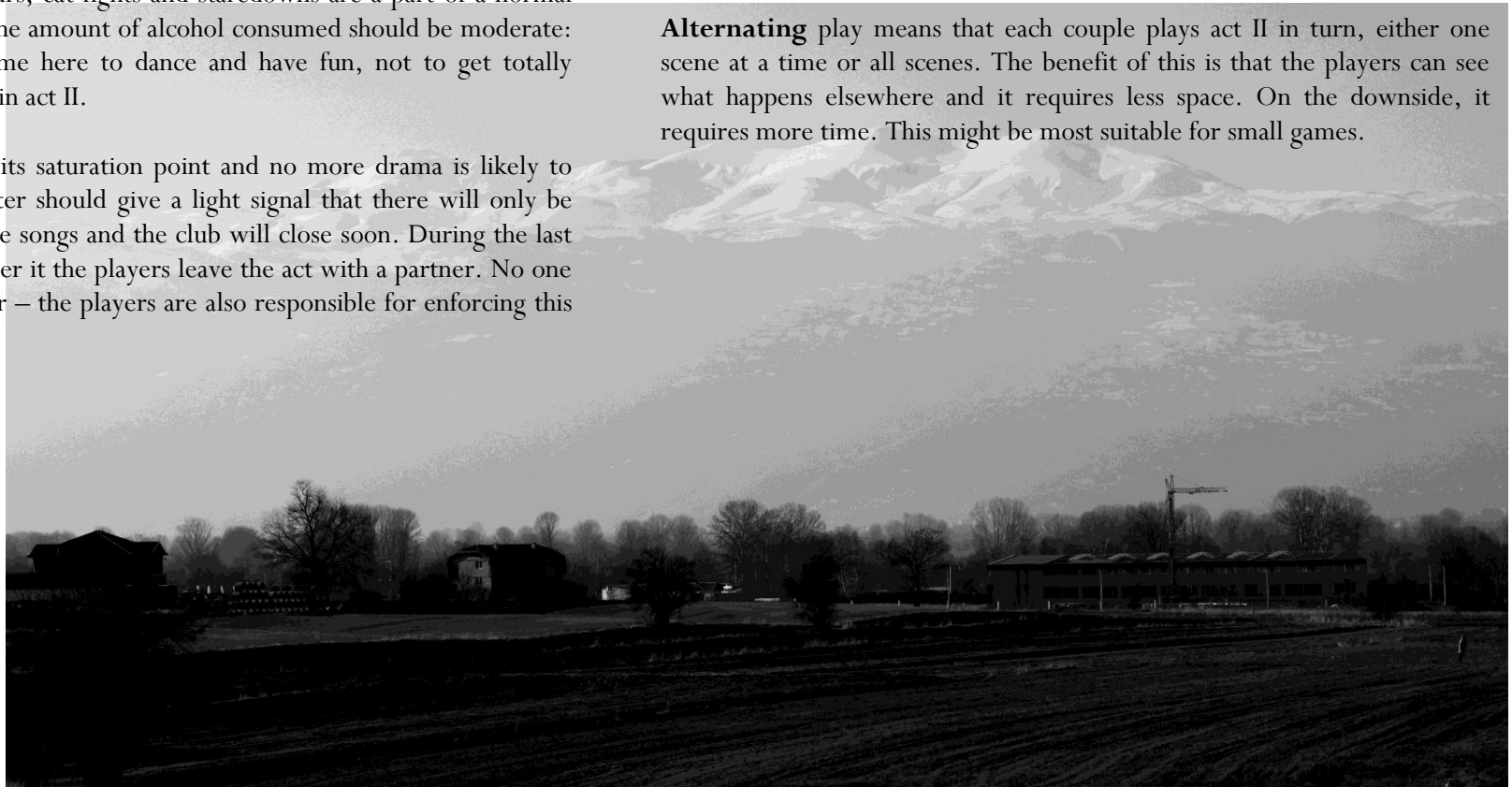
Before the act reaches its saturation point and no more drama is likely to emerge, the game master should give a light signal that there will only be some two to three more songs and the club will close soon. During the last song or immediately after it the players leave the act with a partner. No one leaves without a partner – the players are also responsible for enforcing this rule.

### **Act II – The After Party**

After the club each couple – or more people if the characters want a bigger after party – head for the after party. This act can be played either simultaneously or alternating between couples.

**Simultaneous** play means that all players play the after party at the same time. Each group can either go in their own pace or have the game master affect it. The benefit is that there is no downtime. However, on the downside this requires a separate game space for every group, the game master might have a hard time coordinating all the groups and the players cannot follow other scenes. This method is most suitable for bigger games.

**Alternating** play means that each couple plays act II in turn, either one scene at a time or all scenes. The benefit of this is that the players can see what happens elsewhere and it requires less space. On the downside, it requires more time. This might be most suitable for small games.



Act II has two to four parts.

**1. Building the Relationship:** The characters reach the after party location. Did they expect this kind of a place? What can they find out about the other person by seeing the apartment? Play the scene freely.

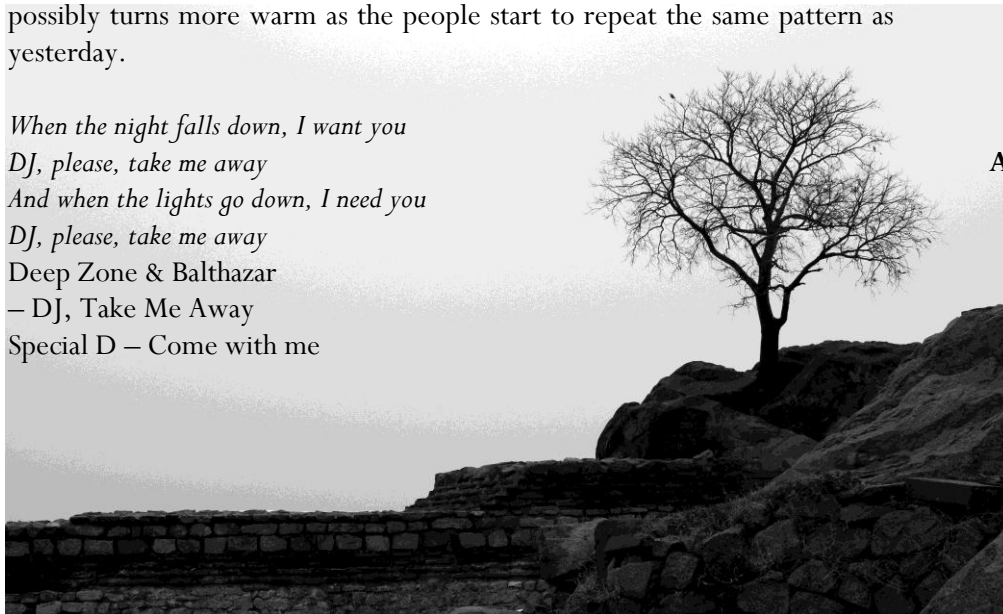
**2. The Climax.** The intentions of the characters become more clear, secrets are revealed, the strength of the new acquaintance is tested. Do the characters get what they want? Do they end up having sex?

Optional:

**3. The Morning After.** If the characters slept in the same apartment you can play the morning after the party. How is the morning? Do they make plans for the future?

**4. Saturday night.** This is optional part for all the characters. They all head back to the club, only to notice that the same people are there again. Make this scene feel awkward, silent, uncomfortable and long... Until it possibly turns more warm as the people start to repeat the same pattern as yesterday.

*When the night falls down, I want you  
DJ, please, take me away  
And when the lights go down, I need you  
DJ, please, take me away  
Deep Zone & Balthazar  
– DJ, Take Me Away  
Special D – Come with me*



### A Step by Step Guide for the Game Master

*At the end of every week each one of us becomes a freak  
Tonight the DJ makes us move under the sweat drops from the roof*

#### **Before the game:**

Read the game materials and think about the experience you want to convey. Copy the materials and prepare the game space.

#### **When the players arrive:**

Hold a short introductory practise in order to release some tension.

Explain the key points from the previous chapters.

Explain and define the different game spaces.

Discuss the simulation of sex and try out the way you simulate it.

Have the players build their characters in randomized small groups that represent the relations the characters have before the game.

#### **Run the game.**

Act I: In addition to playing, the game master can, for instance, act as a DJ, bartender, a player or NPC in the black box. Help the players interact. Have contests at the bar. Think about what builds the game the most.

Act II: Guide the players through the scene as you see fit (see above).

#### **After the game:**

Hold a debriefing. Was there bleed, ie. uncertainty about the boundary between character and player personalities? How did the game affect you? Have the players talk to each other about the concrete play experience – having sex, even if in simulated way, can affect some players greatly. It is important to acknowledge the feelings aroused by the game.

Ask for feedback. What was good about the game? What did it feel like? What should be improved?

Contact the author with debriefing information and for further discussion.



## About the Game Design

When I started to write this game, I wanted to find a way to incorporate some defining elements such as dancing, music and strong ambience to a game while making it feel immersive. Using an environment that most of the players know and altering it to a somewhat more surrealistic and dystopian alternative reality, I felt confident in making the game approachable but not too realistic.

I had yet another important concept in mind. I have noticed that the atmosphere in most freeform and jeepform games range from sad to suicidal. While I have greatly enjoyed these games, I set myself a challenge of writing a freeform game that is about having a good time and has some lightheartedness to it. Again, music and dancing being our primitive indulgence, they provided a way of creating troubled characters and giving them the opportunity to enjoy their life. For one night the characters might experience flow, intimacy and a sense of belonging. The immediacy of the club experience and intimacy should surpass their problems and have the characters transcend to an temporary haven.

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The author is a psychologist, gamewright and an active gamer living in Turku, Finland. During the last decade he has designed and organised numerous freeform, tabletop and live roleplaying games, such as Prelude, The Cube and Black Rose, respectively. Lately, he has also participated in the field of academic game studies.

Should you run a game of The Desperate, the author would greatly appreciate feedback. When and where was the game played? How was the game? Are there any improvement ideas? Feel free to contact him at [lauri.m.lukka@gmail.com](mailto:lauri.m.lukka@gmail.com)



**The Parent**

You are living with your two children. It's a huge responsibility to bear alone. What makes the matter worse is that the other child has a terrible condition / illness, that adds even more pressure – as if being a single parent would be easy in the first place. Now, you have managed to get the first night off in months by asking your idiot, alcoholic relative to take care of your children. Not the optimum choice, but you were short of options and in need of some venting... You would like someone to aid with your burden. Someone with integrity, backbone and empathy... and some money might help too.

What is the illness / disorder of your child?

What is wrong with your ex(s)? What are your feelings toward them?

**The Orientation Seeker**

You are seeking your sexual identity. You have been bicurious, that is interested in both men and women, for many years, but you think you might actually be homosexual. However, as you haven't had many experiences it is very hard to know for sure. Trying something different might help decide your sexual orientation. Perhaps even going out with a partner of the opposite sex might shed some light on your true sexual identity. You just hope it doesn't make you even more confused. How can others know their sexual orientation in such a seemingly intuitive way – do they intentionally try to avoid confronting their conflicting interests? You have always been open about your experiences and liked to share them expecting others to discuss sexuality and preferences with the same devotion and detail. There is nothing that brings people more closer together than talking about intimate issues.

How have your parents / siblings / colleagues handled the fact that you are rather open about your sexuality? Have you had problematic affairs?

**The Spreader**

You have a really nasty sexually transmitted disease (STD). Some idiot at this club gave it to you. They say you are supposed to inform others if you get to know you have an STD. But no one has contacted you and you most certainly will not contact anyone. Fuck this shit. You are supposed to have safe sex, but... what the hell – spread the joy around! You don't even know which of your partners gave it to you. And what does it matter? Sex is great and spreading the misanthropy and cynicism only helps people see how fucked up this species is. Realism is pessimism.

How narcissistic / cynicist are you? What are you mad for really?

Who has hurt you? Does your STD show any outward signs?

**The One with Vengeance**

Your spouse cheated on you, so you want them to understand the pain you felt... This night is for your spouse, that cheating bastard / bitch. Afterwards, you will return to him/her and tell everything. Every little nasty detail in the most graphic way you can. You are not consciously thinking that you are taking advantage of anyone, its just sex. And vengeance! Justification of all the pain you have felt.

How did your spouse break the news of being unfaithful to you?

How long have you been together? Children?

**The Unstable One**

You want a partner, you want you want you want. You want it now, preferably yesterday. Why doesn't anyone love you? You are such a nice and a compassionate person. You want just one person and that is it. One person who is everything. The whole wide world. You love like no one loves! And the way you go down on someone, it's unbelievable. But lord have mercy on those who get on your bad side. They will feel the spanking. Naughty! The whip is gentle. Like being really tied, oooh, you like that. Handcuffs and stuff. Sometimes you like to dominate, sometimes you want to be totally dominated. Tonight will be great! Unless it is the worst night ever.

The character might be unaware of these but think about them:

Why do your moods change rapidly?

Why do you want to possess someone like an item; why so jealous?

**The One with Problems**

Some of this and some of that – a good cocktail starts the night and helps you forget all the bad luck you've had. And I mean real bad. The gambling was one part of it. Then the mix-up with picking the stuff from the Russians. And how could you have known that you cannot sell two kilos in two weeks? And let's not talk about the other fuckups like the things you were charged for or having an affair with your boss's spouse. To add to the injury, your spouse left you with the kids. The next day their new spouse had you beat up for being an asshole. Well, that kinda makes the new spouse an aggressive moron so they deserve each other. Finally, this morning your pet died. You think someone poisoned it. You are drowning in problems you will solve tomorrow, as usual. This night you want to forget they exist and have fun... and seek comfort for your issues.

Why are you waist deep in trouble? The police? The secret police? The mafia? The Neo Nazis? What kind of help do you need in order to stay alive? What can you offer in return?

**The Perfect One**

This character is perfect. They have no issues, have a nice career, a house, money... and are not even dating anyone at the moment. Regardless of everything being perfect the character is not an arrogant asshole, but stable, polite and considerate. Do not go over the top with this character: this character should appear too perfect to be in this lousy club and having some terrible secret. Even "the One" might feel a tad sad at times or appear busy. This character has no idea that this club is only for the most desperate cases – you are seeking for true love.

On what field are you working? What are your future dreams?

What are you looking forward in your spouse?

**The Liar**

You are a pathological liar. You can't help it and most of the time you don't even pay any attention to it. At times, the lies are quite over the top, which you try really hard to avoid – usually without success, especially in those really important situations. However, the lies have also given you advantage over the years. It is all in the little things: you might exaggerate some details, like income, academic success, car type and so on. These "white lies" make you really cool, which is why you have started to believe in them. Finally, the truth is only of words, and the one who masters them conquers the world. That is the basic principle of linguistic relativity; the Sapir-Whorf hypothesis – it is all scientifically proofed. The facts are up for negotiation and even you yourself believe in what you say, not what you know.

In order to lie, you need to make up your real background: Are you studying/working? Siblings? What kind of a person are you? How is it slowly revealed during the game that you are lying?

**The Dying One**

You have only a couple months to live. It would be a disgrace just to slowly wither away alone. You have nothing to lose and everything to gain. You have wondered why you have not lived your life like this before. “Living every day like it was your last” seemed like an empty phrase before, but no anymore. And your last they could be any day now. Sometimes it all puts you down and makes you crash hard: crying, shouting and kicking. Wanting to trash the whole world. Naturally, you have to vent some of those feelings so you are not really concerned. But you would like to talk about this with someone. Could someone understand how you feel? Maybe not, but it might be worth a try. Intimacy feels safe, like a connection to a fading reality.

What is the illness that is killing you? How do you want to talk about it?  
What do you think happens after death? Are you religious? In what way?

**The Underage One**

You are in your mid-teens... and you have had some issues back home. So you stole your sisters / brothers ID in order to get to this club. You have been here before, some nice person paid you for sex. With the money you bought something really nice and the sex wasn't that terrible either – because you are a rebel. It's so cool being here, the girls and boys in your class are such children. You, however, are an adult. You are independent. You want to take care of things yourself. Soon you will live in your own house, once you run away from home. Then you go work some place and live your dreams.

What are your issues back home like? What is under your rough pretence?  
What is the best deal your could get here?

**The Freeloader**

What is the function of relationships if you don't get anything concrete out of them? Are they not for reciprocal benefit? You want to take advantage of other people, but not their emotions – seduction and emotional draining is just the side effect of what you are really after: their money. You want all of it and as soon as possible. Generally, you are paying for it by giving the others what they want: the snuggling, sex and comfort. You hate that part, but that basically, that justifies you taking everything you can – or what is even better, the other person giving you all of it willingly. It's not even a crime, everyone should be allowed to do whatever they want! You have also thought about blackmailing, but that is not as smooth as your charismatic approach.

How many previous victims have you had? How did you succeed? In what field of life have you failed pathetically in order to resort to this?

**The Married One**

Its weeeeeeekeeeend! Without your spouse. That means hitting the cup with your good old friends and getting laid like never before. Toss that ring for a weekend, forget the kids and hit the road. You have a nice apartment and if the partner is drunk enough they will not even notice the family photos and so on. The one on the bedside you have hidden, however. It might be a little awkward to stare at your spouse while doing it... Though it might bring some extra kick to it? Boooyaa!

Why are you unfaithful to your spouse? What kind of problems do you have?  
Are you making sex tapes just to prove that you are still attractive?

**The Foreigner**

You have lived in this country for some months now and you think you're starting to understand the local way of life. You have heard about the custom of celebrating in “a club”. You expect it to be quite different from where you come from. It has turned out, time after time, that the ways of communicating, conventions, values and gestures are different in this country from what you have got used to.

While wanting to integrate yourself to the main population, you are wondering: should you try (un)successfully and maybe awkwardly to imitate the way of life here – or – embrace your own culture trying to convey its beauty to others? What are the fundamental differences between the two cultures?

### **The Religious One**

You have fallen in love – with a divinity. There is indescribable beauty of finding your innermost core, the reason for living and the sense for the world to exist. You feel somewhat bad about those who have not yet found the bliss of god. There has been some debate of whether going to a club is in accordance with the fundamentals of your religion. Maybe this could be a good opportunity to do some field studying on the topic? That all is, however, but a cover for your true reason: you want to find a spouse as your god did not mean humans to grow old alone. Then there is also the sexual aspect...

What is your religion? What are its key aspects and values? How long have you seen this way? Are you rebelling against your religion and if, why?

### **The Pornstar**

Being in the business has labelled you. You have never quite figured out why, as is there nothing more basic in humans as sexuality? Why is it such a big deal that it should be shunned? The fact remains, however, that you have to think carefully about discussing about your career in most situations. When writing a curriculum vitae it might be left unwritten, but in these kinds of club situations it might give you the status you deserve. You are a professional in the field of love, aren't you? Sometimes it puts a great deal of pressure to you. You can impress others with your skills, but it might leave you emotionally cold. It might be interesting to make love instead of fucking some time. But you are not sure how it works...

How has the porn industry scarred you? What insecurities make you boast with your accomplishments? What do you crave for deep inside?

### **The Narcissistic One**

You have an office, a career with a good future, family and status. But what use is status and money, if you can't show off? Coming to this kind of sad surroundings makes you feel so superior, your ego is through the roof. The subhuman, white-trash, no-good pieces of meat that come here are here for your personal gratification, needs and utility. For that, you have the benefit of being an expert in reading people and manipulating them to your will. They are being used, at times even without them realising it. There is nothing like crushing someone's self-esteem.

How do you balance between social acceptance and total lack of empathy? What do you want to achieve tonight?

**The Couple: The Jealous One**

It most certainly was not your idea to have an open relationship. This postmodern bullshit has gone quite too far. However, when it comes to your relationship, you did not exactly have many options. Your spouse apparently has (sexual) needs that surpass your relationship, but from what they tell you, that should not affect your marriage. And what the hell! If your spouse can have a little extra, so can you. So you want to see how this works... But you cannot shake the idea from your head that your spouse might go out with a total dickhead. Should you remind your spouse to use a condom? What if your spouse likes some asshole better than you? Maybe you should guide your spouse to the right direction.

What are you insecure about that makes you want to monitor your spouse?  
Why do you tolerate the open relationship?

**The Couple: The Socially Challenged One**

It was such a great idea to have an open relationship. It is not like a person can have only one person on their side. We are social beings and like to be in groups. Your spouse was so nice when they finally understood your view. You had had some affairs before, but there is no idea in being in a relationship and not being able to be honest about everything. Your spouse can not have been all honest about only wanting you, either. That stuff is so old fashioned, prehistorical. So now you both can fulfil your needs without any unnecessary shame that the society puts you under. Tonight will be excellent!

What kind of people are you into? How does your low ability in empathy and weak social skills show?

**The Has-Been**

You were one the talk of the town, people bought your drinks, patted you on the back and you had no problem in finding company. But those times are past and it seems less people remember you by the year. You love to look back on those times, the fame, the money the glory. You are certain that this is only a minor setback – soon you will rise again like a phoenix to be praised for your outstanding personal feats. The only thing you need is an opportunity, an idea, a concept. Someone to believe in you.

In what field/media did you have your months of fame?  
Why have you not moved on?

**The Possessed One**

You used to you. But then came the Other, taking over yourself. Now it controls you completely. What is it? You don't know for sure, but it sure ain't from around here. Maybe it is from outer space, a witch with occultic powers, a sadistic neighbour using forbidden technology, your awakened spiritual self or a dead relative come to make things right. You are in constant battle that you have lost... Or so you want it to believe! Because when it is not looking you are making the arrangements for the ritual to free yourself. You just have to make sure the plan stays a secret. With yourself.

What has possessed you? How does it act? How is different from your normal behaviour? How can you get rid of it?

**The Sraightforward One**

No negotiation – you say things as they are. No lies – you are above them. No apologies – the truth does not need apologies. No second guessing – thinking and considering things are for pussies. Naturally, behind your straightforwardness you have total lack of morals, your values are based on cheap b-movies and your opinions are imitated from others.

What maners of yours are especially annoying? With what kind of people can you get along with?

**The Stereotype One**

We all know stereotypes, for instance the swedes, the comic-book guy or the annoying step-mother. Usually people merely have a few characteristics of a certain stereotype; but what if you were completely a stereotype, an archetype with no characteristics outside of the certain category? Pick a stereotype you know well and elaborate on it. Think of all the cliches relating to it and combine it. Leave nothing human.

Where has your archetype found work? How does he get by in her life? Who is her best friend? What ambitions does she have?

**The Obsessive-Compulsive One**

You have some thoughts that just don't leave you alone. They do not possess your whole life, but some parts of it. For instance, "Don't touch anything with your left hand"; "Never say numbers without humming"; "Always rub your tummy after looking someone in the eyes". These are not just habits, but they are obsessions that keep you together. Without them you would totally collapse into a formless state of inexistence. You love people that understand your habits... or even comply with your continuous strain of demands.

What are your three to five rules, obsessions? Why are they just precisely those rules? How do you manage your life with these rules?

**The Psychic One**

You are special – you have powers others don't have. Some you might have revealed others, for instance, the ability to foresee, the skill to read minds, spiritually heal or see the karmas of others. Some you might have not revealed yet, for instance, that you can fly, you can travel in time or you know "the truth" about the world. Naturally, it would be a shame if these kinds of skills would not come to any use.

What are your special skills? How many followers do you have? What do you want to achieve with your skills?

**The Attention Whore**

You love being the in the center of attention – actually you crave it! There is nothing better than demonstrating your superior skills (for instance tennis, dancing, singing or poetry) and knowledge (for instance of the modern art, history or politics) in virtually all of the fields life. You are multitalented virtuose who just somehow is content with this dump of a nightclub. If you are turned down there are serious consequences.

How will you demonstrate your skills? What happens if you are turned down? How do you justify being in this low place?

**The Naïve One**

You have the bluest eyes in town. All sarcasm, double meanings and references just fly by. You (want to) believe in the high morals, goodness of mankind, the just world and the goodwill of others. These values aren't just talk – you live and embrace them completely. You cannot be offended because no one would offend you in this peaceful world. There aren't poor people, the poor just want others to see them that way. No species can go extinct – that would be too cruel. People don't die in car accidents, the news just keep people safe on the road.

What work, that would normally be in total in conflict with naiveness, do you do? What is the thing you are most enthusiastic about? What good things has this happiness brought you?

**NPC: “They left me!”**

The night started great, you went form one nightclub to another. Then you ended in this fine place, went to the toilet and when you came back your friends were gone. They don't know how to party right and you have decided to show them that you can have good time without them.

Against all the odds, you are here to have a good time: to dance and to drink responsibly. Your life is well enough balanced that you will not have sex with anyone, nor will you do drugs or descend to crimes. Socialise with the player characters, but eventually turn them down. One desperate knows another and you are most definitely not one.

**NPC: “I am hated all over”**

You slapped the wrong bitch on the ass. Her boyfriend wasn't a bodybuilder, but his friends from the motorcycle club were. Now you are hated all over this town... Except in this bar that even those idiots don't come into. So now you have decided to give this place a fair shot.

Against all the odds, you are here to have a good time: to dance and to drink responsibly. Your life is well enough balanced that you will not have sex with anyone, nor will you do drugs or descend to crimes. Socialise with the player characters, but eventually turn them down. One desperate knows another and you are most definitely not one.

*You told me the other day  
We will never break up!  
Now I'm here and I'm on my way!  
Get ready to rock (Oho, Oho)  
Azrada – Just Another Day*