

## **Information:**

*You will be joining the module a little later than the other PCs. The DM should let you know when it is time.*

You start awake suddenly, your head throbbing and dried blood sticky on your forehead. There's a loud sound, and as you shift your head, you realise that you've been slumped over the steering wheel of a car. The windshield has spiderwebbed up and your leg hurts like hell.

Oh god, you've been in some sort of accident? What are you doing here?

Who *are* you?

## **Roleplaying Tips**

Well, you don't have that much to work with, do you? You're confused, scared and in pain. Take it from there. You do still have a character sheet with stats and obsessions/stimuli - you know what matters to you, you just don't know why.

**Obsession:** The Devil's in the Details. You are fascinated by small details and how they lead to truths about greater wholes. Maybe if you find the right set of clues, you can reconstruct who you were.

**Rage Stimulus:** Abandonment. You don't like being left on your own for too long - it reminds you of waking up alone in the car, with no memory of how you got there.

**Fear Stimulus:** Whatever you were fleeing when the car crashed. You have a strong sense that you were running from something, but you don't know what it is. There's just a nameless dread that there is *something out there*.

**Noble Stimulus:** Better living through understanding. You are intensely curious. Anything could spark a memory, after all, and besides which you always feel better if you understand why something happened or why someone acts the way they do. It gives you context, which is something you sorely lack at the moment.

**Your Obsession skill is "Noticing Patterns".** You have a talent for picking up trends and spotting small details.

**Body: 50 "Average, but a bit beat-up"**

Struggle: 30

You Think You Went to Gym (General Athletics): 35

Overcome Injury: 30

**Mind: 70 "Smart, but foggy"**

Where did I read that? (General Education): 50

Conceal: 30

Noticing Patterns: 50

**Speed: 55 "Lean"**

Dodge: 30

Drive: 30

Twitchy: 25

**Soul: 60 "Intense"**

Charm: 30

Lie: 30

Fragmented Memories: 30

**Notes on Skills:**

**Overcome Injury:** You've been in a bad car accident - you're woozy, your head is bleeding and your leg is badly bruised and ankle twisted. If you want to do something which you would normally be able to do but which your injury makes unlikely - for example, sprint down a corridor on your bad leg, then you must make a successful Overcome Injury roll.

**Twitchy:** You're not sure if it's a natural response to your recent misfortune, or if you're always this edgy, but you seem to almost hyper-alert to possible threats. If something violent or unexpected happens, you can roll twitchy. If you succeed, then you get one free action before anyone else in the scene can act.

**Where did I read that?:** You seem to know a lot of trivia, particularly on legal matters. Maybe you're a lawyer or a lecturer?

**Fragmented Memories:** You may roll this skill whenever you encounter some new piece of information which you think might be related to your past. Success might trigger a few seconds of flashback.

**NB:** If you overuse this skill ("Does this room remind me of anything? What about this one?") The DM is within his/her rights to roll the skill on your behalf when they deem it appropriate instead.

Madness Notches: None