

HEAD

Pre-Draft “Brain Dump”

PREMISE

This game is intended to be played by a larger (more than three, not including GM) number of players. It is a game that pits player against player to control the fate of one central player, the Head. All the action, to be technical, takes place in the Head’s... head. The Head plays the conscious character of a person afflicted by all manner of demons, delusions, voices, and schizophrenias. The other players take the roles of the afore-mentioned demons, delusions, voices, and schizophrenias.

Each character is driven by a goal, be it to cause the Head good or ill, find or affect something in the outside world, contact someone, or influence the Head’s behavior in a certain way. Different types of characters have different types of motivations, outlined in the Characters. I am also contemplating including a couple types of external character—the psychic guide—This is another person who would have some manner of psychically connecting with the Head, in a helpful role. Second would be the CIA, via a chip embedded in the brain.

CHARACTERS

Note: This “range of characters” is all I can think of at the moment. Suggestions are welcome.

Each character has a goal, selected by the player, be it a single large goal or an ongoing tendency. Goals may not even be something realistically achievable (the Schizophrenia’s goal of searching out the government agents that aren’t actually following, for example)

Certain types of characters are limited in to being [G]ood (Helpful), [D]riven (Neutral, driven by a personal agenda), or [E]vil (Malicious and destructive). Some types can only have one player in a game, without special arrangements with the GM [1].

The Head [1] – The Head is the term for our lowly host... just some ordinary poor freak who has a few too many people for one cranium. This character’s motivations have a bit of latitude, as their character could range from some poor loser trying to keep it all together to an embattled priest fighting the demons that taunt him. If two or more players wish to become the Head, there is also the option of becoming a Disordered Multiple Personality.

Demons [E] – Demons are self-sentient creatures that serve the depths of Hell, or perhaps have just come above-ground for some fun ‘n’ games. Demons tend to either have grand and convoluted goals if they’re on a mission, or just want to cause murder and havoc if they’re up on R&R. Demons can pick through the memories of the Head, and possess (physically take over) the host at a high enough level of power.

Schizophrenia (General) [DE] [1] – This character controls the delusional thoughts and voices in the Head’s head. The character is generally driven by tendencies and compulsions, be they destructive, paranoid, demented, or deluded. Schizophrenias have much greater influence over the thought processes, and can magnify their own incorrect truth. They can cause some hallucination effects, although not nearly as much as Imaginary Friends. Schizophrenias have near-full access to the Head’s memories, and can (expending effort) block the Head’s memories until the time they choose.

Hallucination [GDE] – **Similar to a Schizophrenia (or a more specific variant thereof), this character can cause all number of illusionary sensory effects. The player most often works by causing and describing effects, as opposed to interaction through verbal means.**

Imaginary Friend [GE] – This character is a personified persistent hallucination that accompanies (or torments) the Head. The term “Imaginary Friend” should not imply that this character is always friendly or jovial. This could be a helpful friend since childhood, or the shrieking pure terror that constantly haunts the Head. Unlike a Ghost, this character is driven by the Head’s own history, and has an intimate knowledge of the Head’s memories.

Ghosts [GE] – A restless spirit of the dead has chosen the Head to help it fulfill its otherworldly mission. Or it’s just some royally pissed-off dead person throwing a tantrum. Ghosts are more powerful than many other character types—they can cause minor physical effects in the immediate area, are masters of Hallucination, and can achieve Possession at higher levels, but they lack any insight at all into their host, and lack any influencing powers.

Fairy Godmother/Guardian Angel [G] – The Fairy Godmother or Guardian Angel has been sent from above (or below, or a bit to the side) to help the Head survive the torment of the rest of these assholes. The FG/GA does not, however, have to share the same goal as the Head. They can be a doting, pestering busybody who thinks they know better. The FG/GA’s greatest weapon is the across-board ability to mute all other types of characters. The FG/GA is more powerful when specifically called upon by the Head. At a high level of power, the FG/GA can grant the Head small wishes. The FG/GA is powerless against the CIA, however.

Disordered Multiple Personality [DE] – The Disordered Multiple Personality is a very one-dimensional character, “carved off” from the things the Head’s psyche. This character can take complete control of the Head and leave him with no recollection of the events. *This needs work—There should be some way for the DMP’s player to participate in the actual game on more of a level than just “dropping in” and “dropping out”.*)

The CIA [DE] – The CIA has secret mind-control technology via a chip in your head. The CIA can cause a small number of simple effects (enumerated previously with the GM), and act as a voice in the Head’s head.

MEMORIES

The Head's past and present psyche are effected through Memories— significant events that readily impact the Head. The Head can use positive Memories as a source of comfort or confidence (reflected in increased abilities). The Head's enemies can utilize negative Memories to impair the Head or bring on any number of debilitating emotional states.

Memories are called into play in three major ways. One is by the environment—If a Memory relates to the Head's current environment, players can call this into play. Another is through Hallucination. This is similar to an environmental invocation, but characters with the power to do so may call it into play more readily. Third is in control of the Dream State (if the GM plays this), where dream-controllers can use Memories to lend more power to dreams.

Memories are created prior to play. Each player makes *_?* positive memories and *_?* negative memories. The Head can put further back-story into play, but it will not have the psychological impact (in game terms) that a codified Memory has.

“Buying” and Repressing Memories – Some types of players (psychological constructs as opposed to outside forces) can “Buy” Memories they've created, repressing them until they wish to spring them on the Head in *just* the right situation. Repression can *only* happen at the beginning of the game, and requires a permanent “spend” of Focus Points (with some exception, like DMPs). Players can only repress Memories they have created, and have not shared with the group (this is to discourage metagaming, and to allow the suspense of players actually not knowing what the repressed memories are).

Memories are written in two parts: There is the Memory, which is hidden from the other players (some types of players may gain private access to the Memory with the correct abilities), and the effect, a publicly-released portion that dictates a behavior resulting from the sub-surface event. For example: Memory: *Your (quite unfit and generally all-over evil) parents would lock you in an old dog-kennel cage in the basement when you were very young. One time, when your older sister tired of your incessant wailing, she threw a few of your family's countless mangy cats into the cage to claw and swipe at you, just to see what would happen.* Effect: *You are afraid of cats, especially so in small rooms and confined spaces].*

In a relevant situation where the time is right, the player can spend the Focus Points to release the memory, with extra effect. *This needs to be worked on. It's a decent idea, but it really needs to be more practically applicable in the game. I need to codify the “extra effect”.*

DREAM STATE

This will probably end up being optional. When night falls, or some other manner of unconsciousness hits, the Head goes into Dream State. At the start of Dream State, players will vie for who gets to control the setting of that particular dream. Most players will be represented physically in the dream, and powerful players will be able to control the setting.

This needs some work, especially a description of how this will affect the Head in waking time. I'm thinking something along the lines of permanent points gained or lost in challenge situations.
