

RACHEL KIM

Rachel was the product of an abusive home. Upon discovering the conditions of her upbringing, the Department of Child Services unknowingly placed her in the custody of similarly abusive foster parents. She suffered for many years until receiving an epiphany of the Truth around her seventeenth birthday. At this time, Rachel began to explore the source of her awakening and her foster parents became more and more distant as a result. By her eighteenth birthday, Rachel was approached by a stranger claiming to understand her situation. Shortly after, she ran away from home and joined her mentor's crusade on the streets of LA.

MYTHOS LORE

Rachel is being taught the Truth as told by the Mythos Lores of Warding and Silent Contact. Her Loremaster, J. Charles Tobin, is a member of the Elders caste.

TRAITS

Strength 2, Dexterity 4, Stamina 8
Perception 3, Reasoning 2, Dementia 8
Willpower 2, Mythos 3, Reaction 5

SKILLS

Athletics 6, Finesse 7, Performance 4,
Investigation 6, Seduction 3, Legends 5,
Composure 2

ENDOWMENTS

Warding: Scarecrow (automatic),
Protective Circle 4, Barrier 6
Silent Contact: Communion (automatic),
Trespass 4

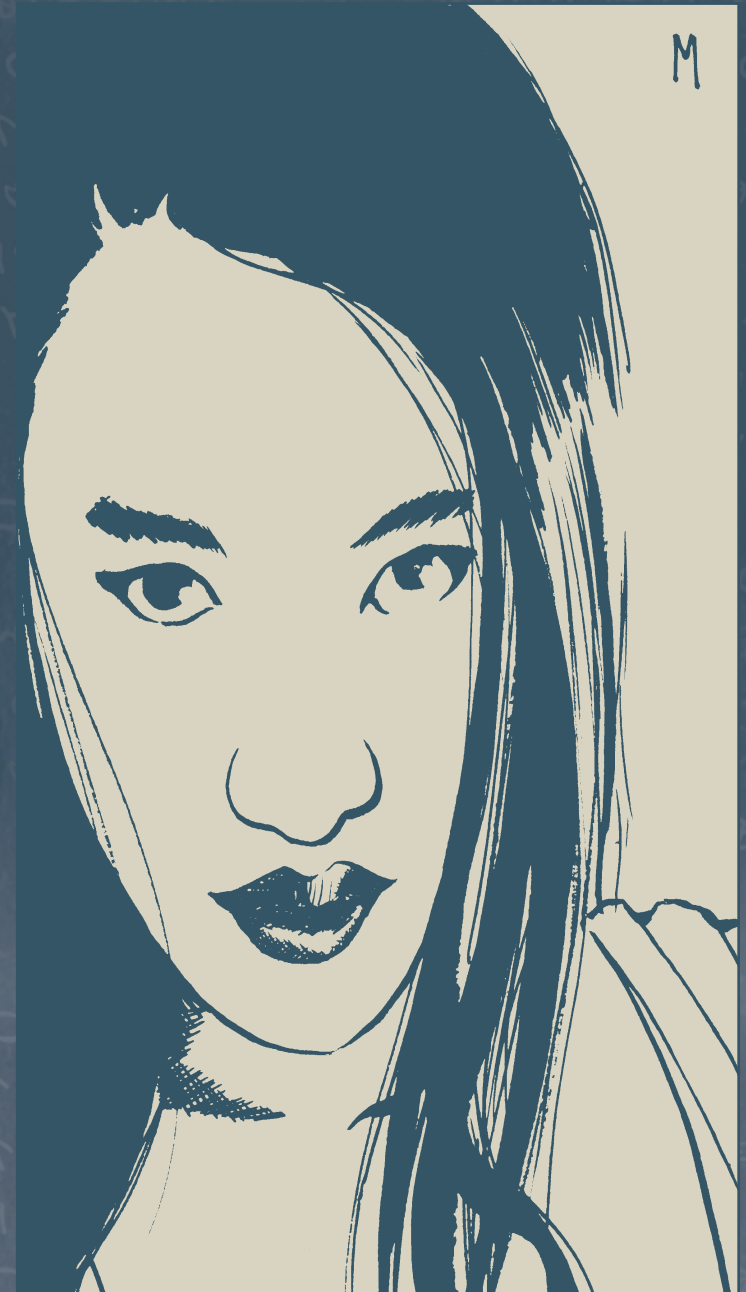
PERSONAL DEMONS

Temptation (illicit drugs) 5
Like other Elders, Rachel has become addicted to illicit drugs as a result of her contact with mortals in similar predicaments.

Trigger (disrespect) 2
Rachel has been known to become violent when not shown the proper respect by other Unbidden. She follows the traditions passed down by her Loremaster and believes that she is of a superior caste—other castes must pay her the proper respect.

Secret (Unbidden) 5
As with all Unbidden, Rachel actively hides the Truth about herself and other Unbidden from mortals.

Fear (the dark) 4
Rachel is afraid of the dark. This stems from her childhood—she was often locked in the closet by her estranged foster parents.



Unbidden features the PIG House Rules, a simple yet comprehensive set of game mechanics which uses two (or more) six-sided dice. A character's ability and skill, along with varying degrees of difficulty (ranging from simple to impossible), affect the outcome of a task.

Unbidden is a role-playing game of horror predicated on legends and myths more commonly known as the Secret Stories. But unlike traditional myths and legends, at least as we know them in our world, the Secret Stories of Unbidden are as real as the sky is blue. There is a Secret War which is both one of personal sacrifice and one for the fate of humanity. It is a scary reality and, in most cases, an unwelcome and unsolicited responsibility.

Unbidden are cursed (some say blessed) with a state of cosmic existence which opens their minds to intense revelation and supernatural ability. This phenomenon is organized into a philosophical and almost religious doctrine by Loremasters of each of the six castes of the Unbidden. The attitudes and methods (to cleanse the world of the Darkness) of the six castes are each affected differently by their respective doctrines, or Lores.

Like mortals, Unbidden see their own version of reality; one which is colored by the Mythos Lore and their own personal demons. It is never exactly the same as another's. Unbidden features a unique set of rules for exploring this altered state of reality. Dementia rolls are made as characters witness supernatural or terrifying events, pursue the Darkness, and face personal demons. Who knows what forms of dementia will surface as characters face these wrinkles in reality? To make matters worse, mere mortals suffer these same effects when they are in the presence of Unbidden. This is what prevents the Unbidden from maintaining normal lives.

