



RESEARCH OF PSYCHOPATHS

Fantasy- The PC buries himself or herself in fictional worlds so he or she doesn't have to think about painful things. This could mean daydreaming, novels, movies or VR. A few people with this distraction are able to bury themselves in abstract intellectual pursuits (philosophy, math, science, etc.). This distraction fails when the PC chooses to stop living in fantasy.

Level 1: The PC must spend at least 4 hours a day daydreaming, reading, in VR, etc.

Level 2: The PC must spend at least 8 hours a day daydreaming, reading, in VR, etc.

Level 3: The PC must spend at least 12 hours a day daydreaming, reading, in VR, etc.

Level 4: The PC must spend at least 16 hour a day daydreaming, reading, in VR, etc.

Level 5: The PC must spend every waking moment daydreaming, reading, in VR, etc.

Fetishes- The PC uses harmful sex as a distraction. This method is much like the Drugs distraction, except instead of artificial chemicals the PC uses sex to create an endorphin rush. The endorphin rush from "normal" sex is not enough, the PC needs to make sex more intense by adding in other intense emotions (pain, fear or shame). Shameful sex is sex which the PC himself or herself finds morally repugnant and shameful (the PC must have a self-worth dislike, see p.94, about this activity). Sexual Activity does not need to be intercourse with another person: a person could view violent pornography, masturbate while looking in someone's window, having sex in VR with a VR character, etc. This distraction fails if the PC stops engaging in harmful sex.

Level 1: The PC must engage in sexual activity, at least once per day, which is one of the following: dangerous, painful or shameful.

Stereotypical Trauma Allocations

Typical Self Destructive Teen: Drugs (2), Risk (1), Mania (1), Blocking (1), Fetishes (1), Self-Hatred (1)

Typical Neurotic Shut-In: Depression (1), Worrying (3), Fantasy (2)

Typical Homeless Crazy: Fanaticism (2), Randomness (3), Mania (1)

Typical Sex Criminal: Fantasy (2), Fetishes (4), Risk (2), Self-Hatred (1)

Typical War Veteran: Blocking (2), Dissociation (2), Drugs (1)

Typical Hate-Filled Fanatic: Fanaticism (3), Fantasy (2), Risk (2)