

LAMENT: DEADHEAD

“Bad trip” does not even begin to cover it.

Some pigment users are able to use their drug to learn to skim. Others don't get a choice in the matter. These unfortunate souls find themselves forced painfully out of their body every time they feed their addiction. At one point in time, deadheads may have had an innate talent for skimming, if they'd only known to develop it. The introduction of pigment into their system has made that possibility considerably less likely. Their bodies and souls have come to crave the drug, and will not tolerate being denied their fix. While the drug does enable them to enjoy the benefits of being out of body, the price it costs their body is seldom worth it. All deadheads become hues upon their death, due to the spiritual taint inflicted by the pigment.

Advantages: Deadheads are able to prolong the time they're out of their body beyond the usual duration of burst transmission by taking multiple doses of pigment at once. Each additional dose extends the duration of their projection by another scene. Their connection to their body is weak like that of a sleeper, so their wounds are not revisited upon their body. Additionally, deadheads are able to focus on their connection to their body, and ravage it to draw vitality back from it into their spirit. By inflicting an unsoakable level of lethal damage on their body, a deadhead can regain four vitality.

Disadvantages: Deadheads are only able to project through burst transmission (see *Crusade of Ashes*, p. 116), although in their case, the Willpower roll is needed to prevent projection, rather than to initiate it. Deadheads still suffer all the ill effects of burst transmission, just as a sleeper would. Any dose beyond the first also requires a Stamina roll (difficulty 5 + # of doses taken) to prevent death by overdose. Additionally, all deadheads have the Addiction (Pigment) Flaw, without receiving any points for it.

SIGNATURE CHARACTER: CHARLES DOVER

Charles Dover was a responsible husband and father. When his girlfriend got pregnant, he married her, with every intention of providing for her and his child. He dropped out of college in order to work full time. His work at the factory, while not glamorous, was more than able to put food on the table. Despite this, as the years went

by, he began to wonder about what he might have missed. He spent many nights depressed, dreaming of opportunities passed.

His midlife crisis came as a complete shock to all who'd known him. Instead of buying a new car, or even flirting with younger women, he joined the local rave scene. It was at one of these raves that he was introduced to the newest drug, pigment. Despite the strange effects it had on him, and the damage it did to his body, Charles was hooked. The drug absorbed his life, causing his wife and child to leave him. Despite numerous stays in rehab, he is still unable to shrug off the drug that has ruined his life. He now spends much time discouraging the use of the drug in others, and spends his time out of body trying to comfort the hues of those who failed to heed his warning. He still dreams of one day winning back his family, although he has no idea how to begin fighting the addiction that consumes him.

NEW BACKGROUND

DEALER

Charles looked at his friend. "Come on, Sam, you know I'm good for it."

The long-haired young man studied him carefully. "I don't know. Still haven't paid me for the last dose."

Charles looked pleadingly at him. "I know. I really need it..."

Sam smiled. "I know you do. Question is, what's in it for me?"

Charles sighed. "I can let you into the factory. You can take anything that you want."

The bag of black pills landed in Charles's lap. "I think you just made yourself a deal," Sam said.

For any addict, an easy source of their addiction is vital. Pigment addicts are no different. This background reflects the amount of pigment a character can obtain easily. This could be a friend who's willing to share, or someone who will trade the drug for favors. The exact nature of any arrangements are up to the player and Storyteller to determine.

- X You're on your own to obtain your drug.
- 1 You can obtain about one dose a week easily enough.
- 2 You can obtain about two doses of pigment a week without too much effort.
- 3 You can obtain about three doses a week, without putting yourself at too much risk.
- 4 You can obtain about four doses a week, with little more than a couple phone calls.
- 5 You're very well connected, and can easily obtain five doses a week.