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 Nolan's The Dark Knight
 Horne's and Comeau's A Softer World
 CocoRosie's Music
 Blueneck's Music
 Dangermouse's and Sparkelhorse's Dark
 Night of the Soul

From Forfatter "Hygge" with love.

welcome

Welcome to my game Depereo. Thanks for reading this and even more if you are running it. First of all, I would like to say that this is also your game, and the player's game and the most important thing is you'll have an interesting experience with the game.

Have a weird time,

Love,

Asbjørn.

overview

So in this game you'll be handling most of the framing, cutting, the supporting cast and the overview in general. Meanwhile your four players will handle the two roles Alexi and Thea. The players will each play an aspect of one of the two roles, either Ego or Passion, but they'll share the character's body with the other aspect. They will not play simultaneously but will shift back and forth between who is in control.

Together you'll play out a non-chronological, non-logical series of scenes, that together creates a surreal story about Alexi's and Thea's relationship and struggle, while the world around them falls apart.

You'll play in The Last City, in a jungle, the past, and people's dreams. The Last City is your domain, your tool and your very own design.



When you are done reading you'll be creating your very own city. Don't worry, it'll be easy, and take about 30-45 mins or as long as you like.

The stuttering official finally get something out between his lips. "High Chairwoman Thea. The terrorist... have struck again. I am afraid the Department of the Human Condition is in flames." Thea looks like someone who have just been pierced by a knife she saw coming a week ago. The laziest form of despair you'll ever see.

"Okay, Number Three. Did you manage to capture him?" "I'm so-sorry, but we did not." Thea slides her gun across the floor, and it stops at the feet of Number Three. "Go outside and shoot yourself. I don't want the mess in here." As the almost crying man leaves the room Thea says to herself, "That is right, kill the damn messenger", and pushes three fingers hard against her forehead.

Structure

Setup

The game is played out physically so you won't need a table. You'll need a stage and some chairs for the audience. You'll also need a place close to the stage where the Meta Café will be. Pull up two chairs and maybe a small table.

The Expectations

Start out by talking about your expectations to the game so everyone have an image of Depereo before they start playing. The things you should tell your players are;

- X This game is surreal and does not have a plot. There is no chronology. The stranger it gets, the better. Aim for tone and feel, not story and structure.
- X Whatever happens it is normal for the characters. They live in this world.
- X The major themes are; Control, passion and destruction.
- X There are 4 players but only two physical manifestations of the roles.
- X A bit about the structure; The Episodes, The City and Meta Café.
- X How Meta Café works, and make it clear that they should describe how they break into the fiction. Give an example or two (I'll give some later).

- X Do not be afraid of cutting into each other's scenes. Is it a part of the premise.
- X The game will be played semi-live.
- X There are a lot of warm-up but it is a part of the fiction and the story you will create.
- X Then quickly describe your city, locations and spread out the maps on the tabel.

Casting the Characters

What I normally do is just make a simple introduction and let the players choose amongst themselves. Pretty straight forward since I don't think there are any of the roles that are geared towards a certain kind of play that the others aren't. After the characters have been distributed put on Dark Night of the Soul and give the players time to read.

Soundtrack. Depereo comes with a soundtrack consisting of three songs. Dangermouse's, Sparkel-horse's and Lynch's Dark Night of the Soul, CocoRosie's Bisounours and Blueneck's Epiphany. It's noted in this text and in the flowchart when the different songs should be played. It works best if you sit and the listen to the songs quietly and get into the mood. However, you are going to talk while Blueneck is playing.

Warm-up

There is a lot of warm-up in this game. However it is all a part of the fiction and interesting to play so just enjoy it and let it help you get into the mood and style of this game.

X First of all this game is played semi-live. So move into the stage area and jump a bit around. Then talk about boundaries and touch each other a bit. Is it okay to touch? Is it okay to push? Is it okay to hug? Respect each other and try it out.

X Let the players stare at each other in pairs. Ego and Ego should start a staring contest while Passion and Passion should look deeply and lovingly into each others eyes.

X Alexi's Passion have just shot Thea's Passion and he's holding her in his arms as she passes away. They've a final conversation before she dies. Ego and Ego, who aren't in the scene, can cut it whenever they feel like it.

X Same as above but Thea have shot Alexi and Ego and Ego plays out the scene while Passion and Passion cuts.

X The Egos are on the stage. They discuss and fight in some sort of ancient ruins while an invisible crowd cheers and boos. You and the Passions act as the crowd in this scene. Nobody can die in this scene. You cut it when it when you want.

X The Passions are on stage. Set the scene in you location tied to the themes Death and Love. The scene focuses on passion, desire, love and sex, and Alexi or Thea must die.

X Introduce the Meta Café cocept, and set-up a scene together somewhere in your city. Use the Meta Café, and be sure that the players know how to use it before cutting. Make it clear that they should describe how they break into the fiction.

X You can re-run the last scene, or set-up a new one if needed. Getting the Meta Café running smoothly is an important part of this game. Otherwise place the first episode on the table and ask the players to read it as you put on Bisounours.

Kisses and sex. Your group should define its own boundaries but this scenario doesn't really call for acting out sex scenes. When it's clear what is going on I suggest cutting. As for kisses I personally prefer looking deeply into each others eyes while touching each others cheek or something along those lines. Maybe just describing it will work better for your group.



The Episodes

The episodes are pretty straight forward in play. There is a written introduction that describes the location, the situation and the first scene. Besides running that first scene, and you might be playing with them, there isn't really much to do other than cutting and maybe running a scene or two more within that same episode.

There are four episodes but there is only room for three of them in the scenario. I tried letting the players choose but it seemed like a waste of time. So I think you should choose the three you like the best. My only requirement is that you won't start out with All By Myself. That episode fucks with the Meta Café concept and you need to establish that concept right away.

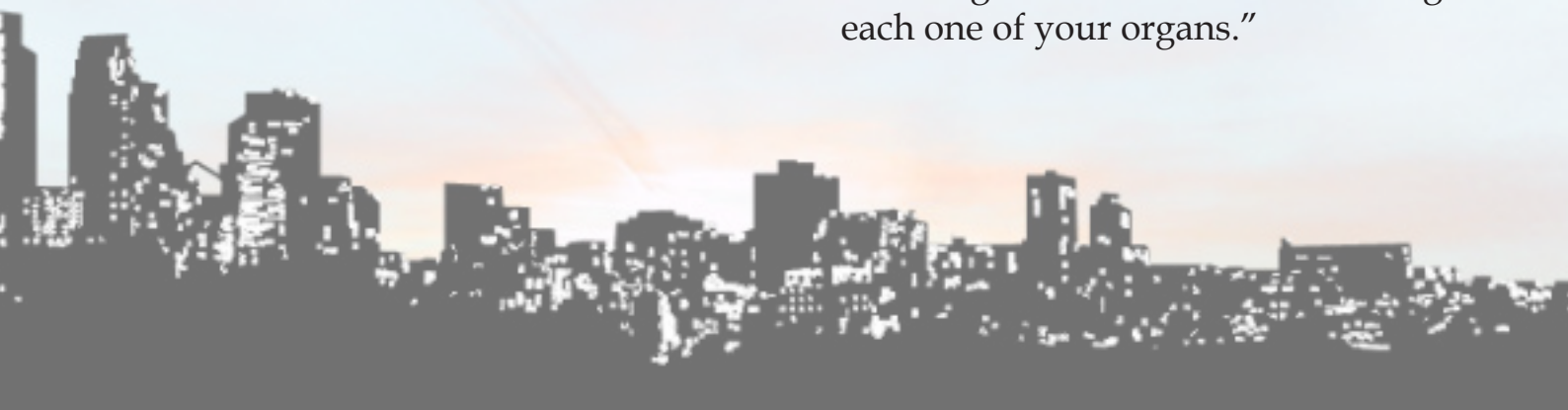
The City

The City requires a bit more from you. You'll be framing scenes with your supporting cast, using your locations and do with it what you think is interesting. The City is a great opportunity to get more focus on themes and aspects of the games that haven't had it yet.

What you do in The City is up to you. If there have been a lot of hatred and no love between Alexi and Thea then frame some scenes that focuses on that. Use your supporting cast to introduce a problem and let the player's responses guide the game from there. Or ask them what they want to do.

It is your City, and it kicks ass. So use this opportunity to push forth The City you've made. Introduce your supporting roles and your locations and fuck around with Alexi and Thea. Challenge their relationship or push them closer together. Make it weirder.

Before each part in The City you should gradually describe the world starting to break and fall apart. Just a couple of words like; "You hear, or actually more like feel, an explosion, a deep rumble. But it's not like one of Alexi's bombs. It's something much deeper." Or; "The ground starts shaking. No, it isn't the ground, is the world. Like every physical object is vibrating at the same time. Including each one of your organs."



A Meta Café: “Thea draws her gun and points it towards Alexi’s face. Just then a train stops at the station and everybody freeze as it comes to a hold. Alexi sticks his head out of the train and waves Alexi onboard. They nod to each other as the train starts driving again.

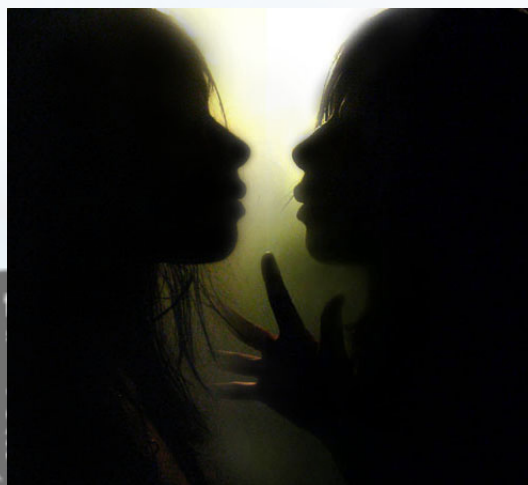
Two cups of pitch-black coffee is placed on the unsteady table as they rumble through The City. “How do we get out of this one?” “Well I think I’ve an idea” “Really? Are you gonna step in there?” “Sure but you’ll owe me one.” “Yeah sure. As if I ever have kept a promise.”

The train comes to a halt again, and the other Alexi steps out. “Sure. Go ahead. Shoot me. But I’m the only one who know where Onan is...”

Meta Café

Meta Café is the place where Alexi and Alexi or Thea and Thea meets. They can discuss their plans, or lack thereof, and they can shift places. That means the other aspect goes back into the scene and continue were they left it.

It is important that the players describe how they get from the current scene and into the Meta Café. How they do it is up to them. A Meta Café doesn’t have to have a control shift, sometimes it can work as a break for the player in the scene, or a place where the player out of the scene can share ideas.



Another Meta Café: “Thea directs a piercing stare towards the officer. He tries to shug it off as he fearfully looks at Thea’s gun. “We did the best we could”. “Well it wasn’t good enough, was it? Find him! And when you do level the fucking block and burn the ruins! Got that?”

And in this very moment the fourth wall falls down like a piece of scenery. Outside Thea looks in and gestures Thea towards the small coffee-table. Thea walks out of the scene and takes place as a waiter comes by with two small coffee cups.

“What are you doing? Are you going to kill him?”. Thea nods. “What? But we need him...” “Need him?! You are insane. He just destroyed the Conditioning of Human Love project. We have been working on that for months!” “Yeah, well, I think you own me one. And besides, without him, this place will be boring as hell.” “Goddamnit. You are probably right. Take it away.”

And the other Thea enters the scene and two waiters from the Café raises the wall again. “Forget the bombs. Just find him and I will take care of the rest...”

Outro

In the outro you'll be talking a lot, and you'll be timing it to music. First of all you'll start Epiphany and then you'll start by describing how your city falls apart location by location. After circa two minutes, you ask your players; "Now as the world falls apart, what is the last thing you do? The last thing you think? The last thing you feel?"

Give them time they don't have to say much. You now have until 4:34, and that is a lot of time, but that way hopefully everybody gets to say something. Take over no later than 4:10 so the players stop talking. Describe how reality itself starts to crack and disappears. Try to hit it so that your final words will be something like "And the last particle split, and the world ends..." 4:32-33 and turn up the music for the "break" at 4:34. After this and until 6:00, just sit back and enjoy the music.

It isn't as hard as it sounds, but try it out a time or two before the game. It's fun when it works. Around 6:00, the music fades a bit, and you can thank everyone for playing and wrap it up. Hopefully, everyone had an interesting and weird experience.



Alexi feels his lungs burning as he almost screams towards the crowd; "You are free now!". There are quite a lot of people gathered here. Some of them have already started to cough pretty bad. "I've set you free! I've given you the best hours of your entire life. You can do anything now!"

"I've released a virus into the water supply. It's airborne as well and you're all going to die sometime within the next 12 hours.

Congratulations, you can do whatever you want!" The crowd reacts as if they have been given a curse, and not a gift. But they never understand Alexi. He starts coughing violently and feels his lungs burning again. He grins with blood in between his teeth.

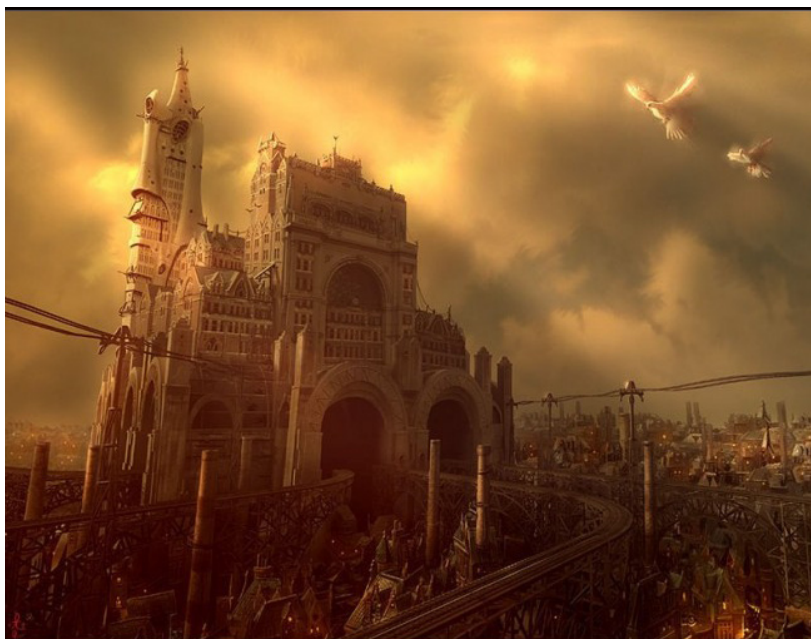
your role

Your role as a game master in this scenario covers pretty much the basic stuff. You will frame scenes, cut them, play supporting cast, explain the structure and describe some of the surroundings.

The City will be this kind of stable background story going on between each of The Episodes. That doesn't mean it will be any less important or interesting. You can use The City to explore, challenge and expose what you want to see in play. You can give the players the opportunity to bid in with their own ideas. And you can use it to focus on themes you will like to see more of.

You want to avoid putting Alexi and Thea together in the same scene in The City or at least not until you are ready to move on to the next episode. Typically you will get some sort of resolution when they face each other. Besides in The Episodes they will be playing face-to-face all the way through. So use The City as an opportunity to let them interact indirectly through your characters and their actions.

Cutting scenes. You'll not be cutting a lot in this game. The mood, tone and style of the game plays well with slow cutting. The players will also need time to establish a couple of Meta Café scenes. I suggest you cut when somebody is killed, somebody is about to fuck, the conversation runs in circles or if the scene lost it's purpose. Cut a bit harder in The City and a bit slower in The Episodes. If you want to you can give the players the opportunity to cut as well. This works especially well if you are in the scene.



Player-set scenes. As a general rule the framing is yours except for the prescribed scenes in the start of each episode. However you can also ask the players for input. I usually do this before the last part in The City so the players won't feel like there is something they wanted to do but never got around to.





Asking Questions

A great tool is to ask the players questions. At the start of a scene you can ask them what they wear, what the place looks like and get them to buy into the setting. You can also ask them what they are planning or feeling in order to get both them and you thinking ahead in the “story”.

Specific are better than general. “How does the door look?” is better than “Would you describe the scene?”. It’s also great if you define something the players can expand on like “Where are the guards?” or “What is the trap you are just about to walk into?”.



how to build your city

Welcome to the start of your very own city. I've created a soundtrack that might help to put you in the mood. [You can find it here](#). You can also be inspired by the art found throughout this scenario, but ultimately, create something you find appealing. Grab the three different "maps" and lay them out in front of you.

You'll have to create an overall feel for the city, as well as four locations and five characters.

Start by filling out The City map, where you'll answer a few questions in order to define the overall aesthetics. Create The City with your own aesthetics, but try to push some surrealism and weirdness. And the fact that Thea's regime is pretty totalitarian shouldn't been completely ignored.

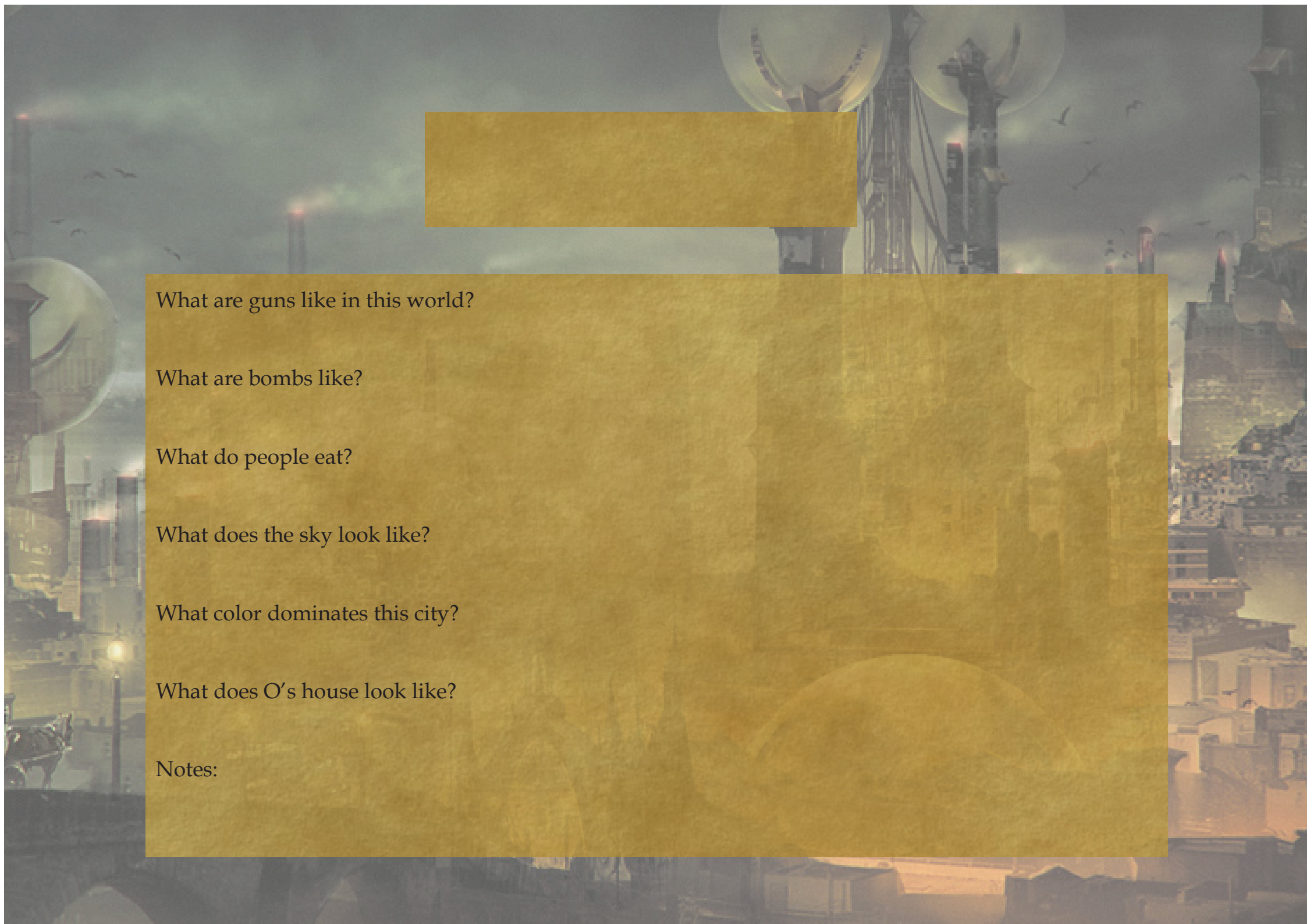
The characters are primarily defined by their relationships with the protagonists. Each line represents some sort of relationship that you define further. Green lines are either passion, love and/or desire, blue lines represent respect, rivalry and/or competition and the orange lines represent hatred, fear or wrath.

Get an overview and start defining the lines by choosing something more specific than the above, maybe just by choosing one or two of the words. Write that next to the lines. Then answer the questions to each character, give them a name, and that is about it. You can spend a bit of time on defining some details or getting a better feel if you want to.

Then move on to the locations which are connected to two themes each, and you will answer a few questions about them. It is up to you to fill out the blanks, paint a picture for the players and decide the rest of details. You won't need a lot, sometimes a name can be half the work.

Take a moment to imagine your places, your characters and your city. Give your city a name. And you are done, unless you want to keep fiddling with it. Thanks for playing.



A dark, atmospheric scene of a city at night. In the foreground, a suspension bridge with two large, glowing spherical lanterns is visible. The city below is dimly lit, with smoke rising from several chimneys. Birds are flying in the dark sky. The overall mood is somber and industrial.

What are guns like in this world?

What are bombs like?

What do people eat?

What does the sky look like?

What color dominates this city?

What does O's house look like?

Notes:

→ passion / love / desire

→ respect / rivalry / competition

→ hatred / fear / wrath

How does it fuck?

Notes:

What made it this way?

Notes:

alexi

thea

What does it have instead of eyes?

Notes:

How does it kill?

Notes:

Why is its face so scary?

Notes:

Themes; Control and Destruction

What guards this place?

Who made this place?

Who is in control here?

Themes; Death and Love

What makes this place so beautiful?

Who wants to see this place gone?

What is hidden here?

Themes: Sex and Violence

Why do people come here?

What is wrong with this place?

What is imprisoned here?

Themes; Chaos and Passion

Who lives here?

What make this place so dangerous?

What is created here?



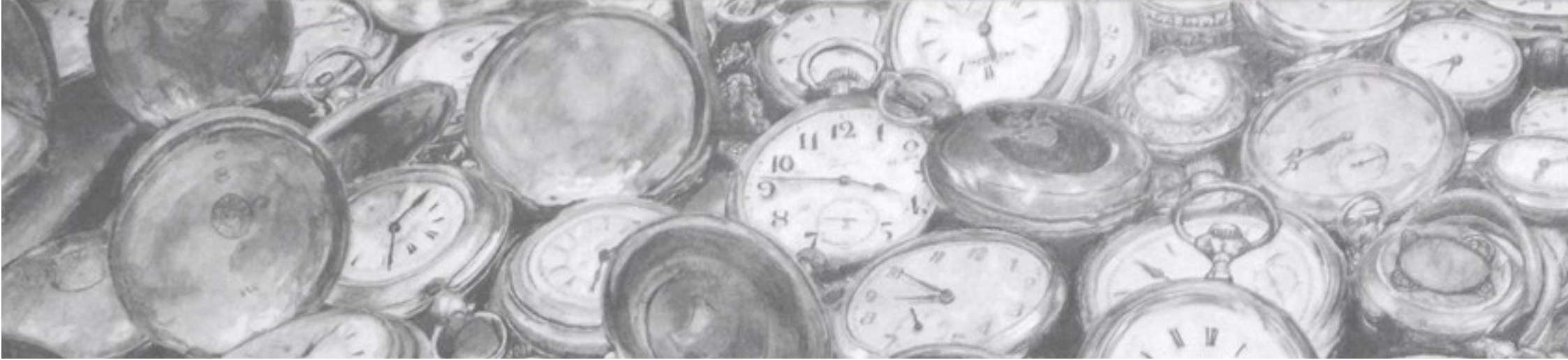
all by myself

Thea has found a way to make exact copies of herself. Alexi found his way to the lab deep beneath the surface where he will confront Thea. And Thea. And Thea.

In this episode you can let both Thea's Passion and Thea's Love be in control in different bodies. Maybe even both Alexis will come into play.

Is Alexi able to handle more than one Thea at a time? Is there actually something to gain? Is Thea able to handle more than one of herself? Is it okay for her not to be unique? What happens if someone starts copying Alexi?

Scene: Thea and Thea is just in the middle of a kiss as Alexi enters, slowly clapping, and with the words; "Only a true narcissist..."



chronotism

Thea travels back in time with Alexi on her tail and she kills Alexi's father and seduces his mother. She has become little infant Alexi's new mother.

Have Thea already succeed in affecting Alexi? And if it has; how? Does Thea enjoy the family life?

Scene: Thea and Alexi's mom is enjoying a nice family dinner. Alexi, not really sure what have happened, enters his old home short time after the scene starts.



dreamation

Thea have built a machine that opens a portal into people's dreams. Inside she can experiment, play, and change things. Alexi have set up a bomb besides the machine before he jumps through to see what Thea is doing.

What does this dream look like? Whose dream is this? Are they affected by Thea's messing around? What happens if the portal is destroyed before one or both of them exits?

Scene: Start by both of you describe the dream. Then start off with Thea painting things as Alexi suddenly appears. The bomb is ticking.



infection

Deep inside Thea's jungle habitat, filled with all kind of weird synthetic life, Alexi has released a virus. He is not really sure what it does but it spreads fast. Thea has just locked the place down.

What does the virus do to people? Physically and mentally? Who is going to get infected? Is there a cure?

Scene: Start by each of you describing at least one of Thea's weird creatures and how they act. Then start the scene off where Thea has Alexi surrounded and he holds one of her most precious creatures hostage. The virus is spreading.

flowchart

Set-up

Stage, Meta Café, Audience.

The Expectations

- X Surreal, plotless, non chronological.
- X It is normal.
- X Themes: Control, passion, destruction.
- X 4 players, 2 protagonists.
- X Structure: Episodes, The City.
- X Meta Café.
- X Cut into each other's scenes.
- X Semi-live.
- X Warm-up, part of the fiction.
- X Introduce your city.

Choosing Characters

Dark Night of the Soul

Warm-up

- X Physical boundaries, touch each other.
- X Staring.
- X Alexi's Passion shot Thea.
- X Thea's Ego shot Alexi.
- X The Egos' struggle.
- X The Passions' struggle.
- X Meta Café play.

Bisounours

Episode I

Describe the world falling apart.
The City

Episode II

Describe the world falling apart.
The City

Episode III

Describe the world falling apart.
The City

Outro

- X Epiphany.
- X World falling apart.
- X Ask them. (around 2:00).
- X The rest falls, world ends (4:34).
- X Thanks for playing (6:00).



Alexi's Ego

"I don't remember starting. And I am never done."

Keys to playing Alexi's Ego

Manipulative and ruthless.
Demanding, proud and dignified.
Arrogant and with the skills to back it up.
All about winning and never relying on anyone else.

Keys to playing Depereo

Make it weirder. Don't let it make sense.
Be awesome, but don't be afraid to fail.
Don't plan, just do stuff.
Don't be afraid to take control.
Kill someone. Fuck someone.

"Responsibility. Respect. Honor. Pride. It's all about one thing. Being able to look at yourself in the mirror. I can, without blinking."

About Alexi & Thea

Alexi is a psychopathic narcissist, arrogant as fuck, but with the skills to back it up. He is manipulative, sexy and seductive. Alexi is destruction, a pure anarchistic, maybe even a nihilistic, being. He is careless, because he enjoys life, and because he wants to have fun, before the world fall apart. He is not an idealist, this is not about anyone else. He does whatever he can to shift the balance of power, which means clashing with Thea, since she seems to be the one in control most of the time.

Thea is the biggest threat and the most interesting person in The City. Alexi is at times stunned by her power, personality and presence. Other times she is a threat that must be exterminated. She is the only other being in this world who is on his level. Without her, the world would not be the same. He loves the challenge, the fight, and more than anything else, the sex.

"As long as any single individual holds enough power, no one can ever be free. Especially not that individual."

About Ego & Passion

Ego is pride, arrogance and manipulation. Ego is all about seizing control, but mainly so no one else can have it. He is the most important force in this city, because he makes sure that nothing stagnates into the stupor of control and constraint that Thea wishes. Although Ego might sound like idealist, he is not. Alexi always thinks of himself first. He is not here to save the people. He is all about the game. About the competition. The challenge. The struggle for power and control. The hunt and the kill. He loves to fight, and he loves to win.

Ego and Passion are pretty different, and quite the same. First off; they share the same body, and they both want to see it live. Most of the time anyway. But Passion is way more chaotic, destructive and unreliable, and sometimes Ego fears where Passion will lead them. Ego and Passion might not always agree, but they are in this together.

"I don't want power. I don't want control. I want to win!"

alexi's passion

"Sometimes I wonder if I'm the only one brave enough to be myself. Or if I'm just utterly insane. No matter what, I'm the only one having fun."

Keys to playing Alexi's Passion

Destructive in that creative way.
Psychopathic and ready to use it.
Sexy and good at using it to get his way.
All about creating chaos, having fun and seeing the world falling apart.

Keys to playing Depereo

Make it weirder. Don't let it make sense.
Be awesome, but don't be afraid to fail.
Don't plan, just do stuff.
Don't be afraid to take control.
Kill someone. Fuck someone.

"I am not skating on the edge. I am the motherfucking edge"

About Alexi & Thea

Alexi is a psychopathic narcissist, arrogant as fuck, but with the skills to back it up. He is manipulative, sexy and seductive. Alexi is destruction, a pure anarchistic, maybe even a nihilistic, being. He is careless, because he enjoys life, and because he wants to have fun, before the world fall apart. He is not an idealist, this is not about anyone else. He does whatever he can to shift the balance of power, which means clashing with Thea, since she seems to be the one in control most of the time.

Thea is the biggest threat and the most interesting person in The City. Alexi is at times stunned by her power, personality and presence. Other times she is a threat that must be exterminated. She is the only other being in this world who is on his level. Without her, the world would not be the same. He loves the challenge, the fight, and more than anything else, the sex.

"You think you know what I'm doing so obviously you don't."

About Passion & Ego

Passion is all about desire, chaos, excitement and domination. Setting the world on fire, and fucking in the ashes. Passion could seem like a complete lunatic, and he is, but he is also filled with desire. Normally intimacy can calm him down a little. And besides; once in a while even he gets tired of blowing stuff up. He is all about the sex. The intimacy, and the struggle for control. Who is giving in, who is on top and who is going to get hurt. And the pure lust.

Passion and Ego are pretty different, and quite the same. First off; they share the same body, and they both want to see it live. Most of the time anyway. But Ego is way more arrogant, proud and rational, and sometimes Passion fears that Ego actually has a plan. Ego and Passion might not always agree, but they are in this together.

"I lost everything. Again. It feels better every time."

thea's ego

"Look at them. All these people are touched by my every decision. All of their lives are formed by my hands. And they do not understand anything about what I do."

Keys to playing Thea's Ego

Egocentric but idealistic about it.
Intelligent in a very dangerous way.
Megalomaniac and the skills to back it up.
And all about winning and controlling and dominating everyone else.

Keys to playing Depereo

Make it weirder. Don't let it make sense.
Be awesome, but don't be afraid to fail.
Don't plan, just do stuff.
Don't be afraid to take control.
Kill someone. Fuck someone.

"We are the sum of others memory of our actions and words. We can undo only what others have forgotten. So I'll make them forget."

About Thea & Alexi

Thea is a megalomaniac sociopath, and a very intelligent one. She is also extremely capable of understanding human thoughts and emotions. She is not necessarily evil, but she does at times act viciously destructive and hurtful. She is a builder, a thinker, a general and a leader, and she is good at all of those things. Her passion is science and knowledge. However, she loves being in control, loves power and loves her self.

Alexi is the greatest threat to Thea's rule, he only knows how to destroy, and he is very good at it. No other circumstance than is able to match her power, her will, her presence. Which is probably why she is so fascinated with him. Without Alexi, the world would not be the same. She loves the challenge, the fight, and more than anything else, the sex.

"Freedom is an illusion. Freedom of choice does not exist. Alexi is trying to disprove this by doing the very thing I will always predict he will do."

About Ego & Passion

Ego is all about taking control. She is order, system, knowledge and control. Ego might be an idealist, but make no mistake. She does not give a single fuck about any of the people in The City. They are disposable toys and she is willing to kill every single one of them, with her own hands, before admitting defeat. She is all about the game. About the competition. The challenge. The struggle for power and control. She loves to fight, and she loves to win.

Ego and Passion are pretty different, and quite the same. First off; they share the same body, and they both want to see it live. Most of the time anyway. But Passion is way more spontaneous, manipulative and chaotic. Ego and Passion might not always agree, but they are in this together.

"We apply meaning to everything, even though nothing has any. Which is why what I do is the most important thing in the world. Infinity and zero are just different degrees of the same value."

thea's passion

"Visible forms are not inherent in the world, but are granted by the act of seeing. Every single event only imposes the meaning our minds give them. I choose to set my mind free a long time ago."

Keys to playing Thea's Passion

Ruthless and seductive.
Sociopathic and empathic.
Curios in that really, really bad way.
All about fucking around with people and see what happens with them.

Keys to playing Depereo

Make it weirder. Don't let it make sense.
Be awesome, but don't be afraid to fail.
Don't plan, just do stuff.
Don't be afraid to take control.
Kill someone. Fuck someone.

"I am a beacon of eternal hope and a symbol of total despair. I cannot be in between, because I care. I am discovering the truth every day and I know it is a lie."

About Thea & Alexi

Thea is a megalomaniac sociopath, and a very intelligent one. She is also extremely capable of understanding human thoughts and emotions. She is not necessarily evil, but she does at times act viciously destructive and hurtful. She is a builder, a thinker, a general and a leader, and she is good at all of those things. Her passion is science and knowledge. However, she loves being in control, loves power and loves her self.

Alexi is the greatest threat to Thea's rule, he only knows how to destroy, and he is very good at it. No other circumstance than is able to match her power, her will, her presence. Which is probably why she is so fascinated with him. Without Alexi, the world would not be the same. She loves the challenge, the fight, and more than anything else, the sex.

"Everything around us is one big chaotic mess of random dynamics. However we can define order and find it everywhere we want. Our minds are larger than life itself."

About Passion & Ego

Passion is all about curiosity, knowledge and excitement. She is a kid with a magnifying glass, and the rest of the world is an ant hill. She is a time very destructive, spontaneous and chaotic, but she is also building, learning, and understanding. She is all about the sex. The intimacy, and the struggle for control. Who is giving in, who are on top and who is going to get hurt. And the pure lust.

Passion and Ego are pretty different, and quite the same. First off; they share the same body, and they both want to see it live. Most of the time anyway. But Ego is way more controlling, careful and uptight. Ego and Passion might not always agree, but they are in this together.

"Everything we love will hurt us just as much when we lose it. But that is the interesting part. Like running into a battle zone to enjoy the panic and fear."