Major Templates

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About Lev

Lev

Personality

Levs love and are fascinated by people: how they function, how they work, what they do in various situations; the driving force of his life is understanding people and how they function. For this reason, Levs typically wind up workaholics employed in a profession that involves trying to work out how people work: if "economist" is an available option they'll wind up an economist, but instances have had jobs ranging from librarian to management consultant to cosmic-horror cultist. Levs are phenomenally good teachers and as such tend to wind up alieving that anyone can learn anything, it's just that teachers suck. They are also very good at jobs that involve wandering around noticing things that are stupid and complaining to people until they are fixed. Levs are extraordinarily shy and socially phobic. They usually have one or two close friends and rarely interact with other people. Levs are eager to please and tend to sacrifice themselves to make people they love happy. They are usually very resistant to concluding that the people they love actually like them. When functioning well and recovered from trauma, Levs tend to be argumentative; they are native members of Combat Culture. They adore children and are very good with them.

The most important part of a Lev's personality is his sense of doubt. Like all imperials, Lev can wind up self-deluded or merely very confused about reality, but he is unusually self-aware for an imperial template because he constantly doubts everything he believes, cross-checks his beliefs with each other, and is uncertain of everything. The most horrifying thing a Lev can imagine is having their ability to doubt removed. Levs are particularly overpowered in settings with lots of ambient gaslighting or when facing certain kinds of mind control.

Name Attractors

If at all possible, Levs are named some variant of "Lev Aarons." If not, their name tends to have the syllable "lev", or failing that "le." Non-Jewish instances in the past tend to be named "Leo."

Attractors

- Ludicrously traumatic backstories.
  - Many instances experienced child sexual abuse.
  - Earth instances have impoverished immigrant parents who emphasize their academic success.
- Clumsy, physically weak, asthmatic, and generally bad at athletic or physical skills.
- Very very messy. Can't think in a clean office.
- Unless taken care of by someone else, forgets to eat because he's working and then eats a huge meal.
- Extraordinarily lonely for large amounts of his life.
- Somewhat overweight; hairy.
  - Insecure about his body.
- Loves books.
  - Good taste in social science.
  - Bad taste in fictional media.
- Infodumps constantly about his interests once you get him going.
- Wakes up early, goes to bed early.
- Polyamorous.

- Loathes and despises nature.
- Jewish or at least of Jewish descent, if the option is available in the setting.
  - An atheist, if the option is available in the setting and gods do not exist.
- Generally amoral, but can wind up surprisingly ethical in behavior due to the influence of loved ones or strong tendency to want to optimize systems which are stupid.
- Sexuality
  - Demisexual, but falls in love so quickly (especially if lonely) that this can be hard to notice.
  - Can have any sexual orientation; attracted to anyone they are in love with.
  - Kinks embarassingly related to childhood trauma.
- Can be either female or male, but tends to be male due to the number of associated templates which only come in gay male.

Associated Characters

Imperials, by Ozy:

- **Asher:** The love of his life. Ashers share Levs' love of social science; they wind up intellectual collaborators and passionately in love. Typically wind up divorcing in middle age due to Ashers' inability to cope with Levs' anxiety in a remotely productive way; this fate can be averted with mediation from a malachite (see below).
- **Martin**: Have not been extensively threaded, particularly later in their relationship. However, it is believed by westwind that they will go excitingly boom, due to shared anxiety, incompatible relationship orientations, and poorly meshing insecurities.
- **Clare**: Usually Lev's sister, sometimes his coworker. They tend to be intellectual collaborators but never have a romantic relationship. She handles life details and lets him do what he does best.

Malachites, by sphinx:

- **Sasha:** Soulmates in every universe. Levsha is the core Lev pairing. Levs wind up adoring Sasha's unique way of seeing the world and the way that Sasha allows him to appreciate art. They both make each other better and happier people.
- **Marlo**: Marlo is devoted to Lev and fascinated by his way of approaching the world; Lev marvels at how good Marlo is. Lev talks a lot and Marlo is very very quiet. The mutual amount of desire to make each other happy in this relationship is off the charts.
- **Mordred**: United by a shared intellectual curiosity. As Mordred is one of the most argumentative malachites, this relationship tends to wind up *very loud*.

Anomalies, by NormalAnomaly:

- **Bruce**: Stand back, I'm going to try SCIENCE.

Recommended Threads

- i don't know how to play this hand (Sandbox)
  - Wiki page

About Asher

Asher

Personality

Asher is a Mary Sue. He is ambitious, intelligent, athletic, courageous, charismatic, extroverted, and extremely good-looking. He typically has any other traits that are notably high-status in his society (e.g. noble birth, wealth, phenomenal magical ability, superpowers, skill at poetry). Being a Mary Sue has left him unable to understand the problems of mere mortals. He is prone to responding to other people's anxieties and insecurities with "well, you're great, so I don't know why you're insecure, you could just... not be?"

Ashers are typically "bad boys" who break the rules of their societies: for example, they tend to be rather sexually promiscuous, often take drugs, and are often atheists in societies where this is forbidden. Ashers have a flair for the dramatic. Ashers care deeply about their loved ones. They typically become loyal to something early in life: Ashers are most likely to be loyal to their country if they consider it worthy of their loyalty, but many wind up loyal to an organization or a specific person. Ashers tend to be ruthless and have no problem harming any number of people to keep their loved ones and the objects of their affection safe.

Name Attractors

"Asher Kane" for Earth instances. Non-Earth instances generally have the syllables "Ash" or "Sher."

Attractors

- Constantly walk around on their hands, perform backflips, and jump off trees.
- Extremely clean. Their houses are pristine and their desks usually have a single pencil and piece of paper (or laptop) on them.
- As young adults, work in some kind of physical field.
  - Ashers dance if at all possible.
  - If their loyalty to an institution demands it, they take some sort of military or law enforcement role, usually the most dangerous and life-threatening role.
- Once they age out of their physical field, typically become economists or some other form of social scientist.
  - In some cases, they may wind up involved in politics.
- Die relatively young. Typically, Ashers die around the age of fifty; however, Ashers with relatively life-threatening lifestyles can die as early as their twenties.
- Good at math.

Clusters

Some Ashers can get pretty far from the primary model, depending on life circumstances.

The clusters are:

- **Evil** cluster: Vampires or other Ashers who were exposed to mind control which turns them evil. The best example is in spend my days locked in a haze [explicit; please mind the warnings].
- **Good** cluster: Ashers who were exposed to a trauma which caused them to lose their sense of loyalty to their institution or country. These Ashers tend to shift their loyalty to all sapient beings as a whole. They are the only group of Ashers who experiences mental illness.
- **Aimless** cluster: Ashers who never found anyone or anything to be loyal to. They feel a general sense of emptiness until they find their loved ones. They attempt to fill the void with Being Awesome and this does not work very well.

Associated Characters

Imperials, by westwind:

- **Lev:** The love of his life. Ashers and Levs bond over a shared interest in social science; they wind up intellectual collaborators and passionately in love. Typically wind up divorcing in middle age due to Ashers' inability to cope with Levs' anxiety in a remotely productive way; this fate can be averted with mediation from a malachite (see below).
- **Ben**: Ashers will generally consider themselves personally loyal to the local Ben. They tend to conceive of themselves as Ben's dirty trick specialist, the person who is willing to get his hands dirty and do the things that Ben won't do.
- **Robin**: Teenage Ashers often wind up falling in love with a relatively plain poet named Robin. She dumps him after a couple of years once she realizes that, while it is astonishing that Someone Like Her is with Someone Like Him, she doesn't actually like him that much.

Malachites, by sphinx:

- **Sasha:** Sasha is charmed by Asher's general awesomeness and his adoration of Sasha, and Asher loves the beautiful things that Sasha makes.
- **Marlo**: Asher and Marlo typically rub each other the wrong way. Marlo is irritated by Asher's ruthlessness and tendency to tease and/or flirt with him; Asher is. They can wind up with an uneasy mutual respect based on their shared love of Sasha and Lev. They date only when Marlo is deeply traumatized.

Recommended Threads

About Chris

Chris Parker

Personality

Chris Parker is Lawful Neutral. The overriding goal of his life is to be a participant in a feudal society, which is why he is exclusively instantiated in societies which do not have any feudalism. To substitute for feudalism, Chrises may choose Christianity, eldritch horrors, devotion to a particular person, BDSM submission, or abandoning his society in order to go run off to a different society. Chris is ruthless and determined, with a very clear sense of his priorities; he is willing to sacrifice both himself and others for his cause. To all Chrises, their priorities are as follows:

1. The continued survival and thriving of their preferred feudalism equivalent.
2. Service to whomever they are sworn to as a vassal.
3. Skillfully executing their duties to those below them in the hierarchy.
4. The ability of their mentees to perform service at the highest possible level and to receive what they are due as a vassal.
5. Their own happiness.
6. The happiness of people they love.

Chris's most notable skill is being an extraordinarily good therapist, in a very amoral sense: Chrises are good at getting you to do the things that they want you to do, whether or not you agree that you should want to do it. Chrises tend to wind up in jobs which use that skill. Typical jobs for Chrises include therapist, counselor, pastor, spiritual director, slave trainer, tutor of squires, drill sergeant, and middle manager. .

Chrises always connect to their local equivalent of the "gay"/"queer" subculture. Chrises identify strongly as gay men or the local equivalent, although they are typically bisexual. If certain jobs are reserved for gay men in a particular subculture (e.g. seithr), they will perform those jobs.

Origin

Chris Parker is based on the protagonist of the Marketplace series [explicit] by Laura Antoniou.

Name Attractors

Chris Parker is usually named "Chris Parker" or a variant. If not, the syllable "Kris" is in his name. His surname is usually translated into other languages as their equivalent of "Park." Chris's birth name is Christine.

Attractors

- Enjoys horseback riding.

- Highly intelligent.
- Speaks in a "high class" way; his tone of voice demands obedience.
- Cultivated and refined tastes in art, literature, and the humanities.
- Always calm.
- Sexually submissive.
  - Exclusively sexually attracted to sexual submissives and fellow vassals of his preferred feudalism equivalent.
  - Can switch as a service thing for submissives he's attracted to.
  - Willing to have sex with anyone if it is required as part of his service.
- Always male.
  - Always transgender if their species permits transness at all.
- Jewish by descent if at all possible, but always convert due to lack of social space for gay men in Orthodox Judaism.
- If visibly nonhuman, typically looks like or is a snake.
- Always becomes a cultist of a cosmic horror if one is available in his universe.

Clusters

Chrises primarily have clusters based on age, although there is also a notable cluster based on

The clusters are:

- **Baby** cluster: young Chrises who have not found their feudalism equivalent yet. Baby Chrises have nearly the opposite personality of adult Chrises: they are emotional, impulsive, prone to swearing, make constant bad decisions, hate authority, and rebel against everyone.
  - Baby Chrises run away from home in order to transition. They are homeless survival sex workers. They take drugs, hang out on street corners with Rachel, and have sex with older men.
  - Chrises permanently deprived of their feudalism equivalent can revert to the Baby Chris template in adulthood.
- **Adult** cluster: As described elsewhere.
- **Christine** cluster: Chrises whose feudalism equivalent demands that they not transition, typically for religious reasons. Constantly miserable, which they do not view as being particularly relevant to anything. Their life is a constant process of enduring gender dysphoria.

Associated Characters

Imperials, by westwind:

- **Rachel:** Chris's teenage best friend. Cis female. A survival sex worker in her youth, she typically transitions to prodomming in adulthood. Chris usually gets her involved in his feudalism equivalent, but she doesn't get as into it as she does. Chris tends to assume that he can abandon her for years and she will be around prepared to be his best friend again; this is false.
- **Ron Parker**: Chris's brother, a cis gay man. He is protective of Chris and very concerned about Chris's poor life decisions, but recognizes that Chris is sufficiently determined to make his own decisions whether Ron approves of them or not. He tends to encourage Chris's devotion to his feudalism equivalent in the hopes this will make him make less bad choices; sometimes this is a choice he regrets.
- **Anderson**: Chris's trainer and mentor in his feudalism equivalent. Usually but not always female.

Malachites, by sphinx:

- **Marlo:** The Chris/Marlo relationship can wind up working one of several ways. When Chris has a reasonably healthy, functional, and ethical feudalism equivalent, he can train Marlo in being a vassal to it and fall in love with him. Baby Chrises can take on whatever Marlo cares about as their feudalism equivalent. Marlos also sympathize with Christines and can help them figure out a way to approach their feudalism equivalent that fills them with less misery.

Parchments, by apprenticebard:

- **Ves:** Chris thinks Ves is GREAT and would like to have her as his feudal lord whenever possible.

Recommended Threads