Per’kele Doc (Fear and Hunger: Termina)





Overview/Summary:

Per’kele is the secondary antagonist of the game Fear and Hunger: Termina, the sequel to Fear and Hunger. He masquerades as a follower of the Moon God, Rher while in reality he follows the Sulfur god, the dark reflection of Alll-mer the Ascended. Per’kele acts as the leader of the sulfur cult, responsible for its actions and growth.

Important Notes:

Most of what Per’kele has is statements and implications. This means that I will do my best to scale him accurately but we simply do not have the info to get a full grasp on what he is capable of. Fear and Hunger is also just vague overall on a lot of details so a bit of this is also my interpretation of the games events.

Categories and Colors:

What colors represent what categories:

Light Green - FSIQ, Overall Intelligence, Learning Ability

Blue - Thinking, Reasoning
Red - Emotional Intelligence, Insight, Psychology
Yellow - Social Intelligence, Manipulation, Deception
Purple - Foresight, Setting Traps, Trap Evasion
Light Blue - Planning, Strategy, Tactics
Pink - Sensory, Field Skills
Orange - Adversity Capacity
White - Explanations, Additional Details and Exposition.

Beginning of Feats

Starting with what we know before the events of the game, Per'kele acts as a follower of the Moon God but is in reality working for the Sulfur God. He uses this to trick those with knowledge of the gods into questioning the Moon gods agenda due to Per'kele's actions. He also shows himself to be incredibly old, stated to have been a deity for centuries, still remembering his old life from those centuries ago while also holding knowledge on several old gods, new gods and magic. The final thing we know from before the story is that he is in fact a sulfur cultist. In Ending C, where the player themselves become a sulfur cultist, the transformation is described as "scorching sun burning your skin, while the long tendrils of the cold freeze you from inside out." This is likely not hyperbole as the other ending where you encounter a god is described in similar, specific and over-the-top ways, such as the exact feeling the player gets in the first game when crushed by the acknowledgement of a god. He not only survived this but is able to fight the player as one of the hardest bosses in the game while his body is actively falling apart, as shown by his rotting torso. **(*Deception* - Acting Skills, Misdirection, Concealment, *Manipulation* - Indirect, Logical, WMI, *Field Skills* - General Knowledge, Knowledge Application, *Adversity Capacity* - Perseverance, Pain Tolerance, Mental Fortitude, *Emotional Intelligence* - Management, Engagement, Realization)**

Moving then into what his actual role is in-game, his goal is to find people that are just as into death and chaos as the sulfur cult members. While doing this, he disguises it with the Festival of Termina, a festival performed by Rher's (the god of the moon) followers, where they have large groups of people kill each other, seemingly as a sacrifice to Rher but is in actuality a test for Per'kele to find potential cultists. When doing this, he even uses the remaining traces of Rher's existence in order to further drive the lie of being Rher's plan. When getting people to kill each other, it seems Per'kele will appear to them in a dream and use his charisma as well as otherworldly knowledge to sow chaos among, for example, townspeople as seen in F&H:T in order to make them kill each other. This is reinforced by the fact that the first time you meet Per'kele in the game is in a dream

where he tells you about the festival and encourages you to kill others throughout it, as well as a flyer we can find in the town that states “Have you seen this man in your dreams?” with an image of Per’kele, insinuating that all the townspeople have seen him and are going insane and killing each other due to Per’kele’s own manipulation. Obviously there are exceptions like the Bobby’s who are berserk due to Rher’s moonscorching but for the townspeople who can think normally like the villagers, this seems to be the case. It is also stated that Per’kele has committed these types of indirect massacres through the festival several times in the past. The idea that these festivals are because of Rher becomes even more ironclad as Per’kele knows Rher hates humanity and is able to use that fact to increase the authenticity of the festival. **(*Deception* - Concealment, Misdirection, Fabrication, Info Control, Mass Deception, *Manipulation* - Indirect, Mass, Emotional, Psychological, *Field Skills* - Knowledge Application, *Strategy* - Fortitude, Shielding, Execution, *Social Intelligence* - Awareness, Engineering, Charisma, Influence Building, *Emotional Intelligence* - Understanding, Perception, Facilitation, *Thinking* - Abstract, Holistic, *Reasoning* - Inductive, Abductive, Abstract, Analogical, Causal)**

At the start of the game, the player is sent into a dream where they are attacked by another sulfur cultist, the Janitor. Per’kele goes out of his way to save the player and heal any wounds they may have suffered from the Janitor, immediately showing himself as a “friendly” face within the hell that is the Termina Festival. He proceeds to help you throughout the game, keeping up with the persona of Rher’s follower while also allowing you to obtain new abilities through the hexen. While doing this, he is also encouraging you to kill the other contestants and promising reward and escape for doing so. He is presumably doing this to all the contestants, like Henryk who can be pushed to such a breaking point that he poisons all the other contestants while they are in the one safe area of the town, even after the others went out of their way to save him. Another way he forces the contestants to go after each other is with the moonscorching (mutation due to Rher’s influence) that would happen by the end of the festival, giving just enough details to make the contestants know that they do not want to be alive at the end of the festival if they aren’t the winner. All of this pushing he does pays off in Ending C where he has convinced the player to kill all the other contestants and then themselves in a battle with him in order to have them ascend to being a sulfur cultist. It could be possible with the vague context we are given, that Per’kele is also behind convincing every other sulfur cultist in the game to go through the ritual, which would include Needles who had to kill his daughter and himself for the ritual.

(*Social Intelligence* - Charisma, Relationship Management, Engineering, *Manipulation* - Direct, Emotional, Psychological, *Emotional Intelligence* - Understanding, Facilitation, *Psychology* - Insight, Warfare, *Strategy* - Alignment, Execution, Building, Efficiency, *Planning* - Aim, Short-term, Intricacies)

Another important thing to mention is the fact that Per'kele set up Needles and Stitches to guard the tunnel 7 Telelectroscope and the Forest Bunker Telelectroscope. To explain this, I need to give context. The Telelectroscopes are three devices set up at strategic locations so that Le'garde, currently going by the moniker "The Kaiser" can create a new god from humanities collective consciousness to lead humanity into a new era of greatness. In order for this to work, Kaiser needed to take the town of Prehevil as what he needed had already been constructed there as per his plan (tell me in the comments if you want a Le'garde/Kaiser doc because he is legit top 1 SCD in F&H). The fact that Per'kele sent Needles and Stitches to guard the Telelectroscopes and kill any who come near, as well as the fact that he started the festival in Prehevil specifically potentially to stop Kaiser by making everyone there kill each other, could mean that he figured out Kaiser's entire elaborate, century long plan and put the festival into effect to prevent the plan from coming into fruition. In order to deduce the Logic Plan and figure out how to stop it, he would need incredible levels of abstract thinking, as well as both mechanical and divine knowledge and understanding the reasoning behind every move Kaiser made to progress the plan to the point it is at when the game starts. **(*Thinking* - *Abstract, Linear, Holistic, Logical, Associative, Convergent, Reasoning* - Deductive, Inductive, Abstract, Causal, *Insight* - Seeing through People, *Field Skills* - General Knowledge, Knowledge Application, Decision Making, Counteraction, Multitasking, FRI, *Foresight* - Prediction, Preclusion, *Strategy* - Flexibility, Efficiency, Forecasting, *Social Intelligence* - Leadership.**

(Skip this paragraph if you don't want my outlandish interpretations and glazing) As for his actual boss fight to get Ending B or Ending C, Per'kele shows off his knowledge of magic. He uses magic to attack you with meteorites. (WARNING: the upcoming is probably not applicable to intelligence scaling as well as using game mechanics rather than lore but he is otherwise lacking in these categories so i will glaze him). It is possible that the process of using these meteorites requires him to accurately target and pull them down from space with telekinesis which would require high degrees of perception and reaction speed. He can survive several attacks from the Meat Grinder, even to his already rotting torso, showing incredible resistance to pain. Throughout the game, he is also perfectly aware of everything that happens in the town and every contestant who dies or

kills another. While we could chalk this up to supernatural knowledge or mind reading, I already stated this paragraph was for glazing so therefore I can also say that it could be that he is literally observing and understanding everything that is going on in the town at once. **(*Sensory* - Perception, Observation, PSI, CPI, *Field Skills* - General Knowledge, Knowledge Application, Situational Awareness)**

Now for some of the lesser feats and more theory based possibilities.

- Approaching the tower (which is what he told you to do, also hinting that the tower was the only way to get answers) with contestant party members causes them to immediately moonscorch and attack you. The only logical explanation in my opinion is that Per'kele set up some type of magic to force that to happen, in order to make you kill those contestants for the festival. **(*Foresight* - Anticipation, Prediction, Setting Traps, *Field Skills* - Knowledge Application, *Strategy* - Efficiency, Forecasting, *Planning* - Preparation, Contingencies)**
- The presence of Needles and Stitches in Prehevil could mean that Per'kele predicted that Daan would come to Prehevil (due to their "deaths" being related to Prehevil where Per'kele was performing the festival) and used their presence to further torment and manipulate Daan. **(*Foresight* - Prediction, *Manipulation* - Indirect, Psychological).**
- Just for one final potential upscale to his deception, he may have even convinced Pocketcat, Rher's personal servant, that he was truly loyal to the moon god as if Pocketcat knew Per'kele was betraying Rher, not doing anything about it would be against his character as the moon god's personal servant and technical child. This is despite the fact that Pocketcat can read minds and has telepathy as seen if the player attempts to read his mind. **(*Deception* - Acting Skills, Concealment, Misdirection, Fabrication)**

With that there are just my final notes.

I think Per'kele is quite solid (despite the fact that he is mostly a narrative merchant due to how most of his feats are implied rather than shown outright) and can either scale to low-Mid tier (with narrative) or mid to high-Low tier without it. His strongest categories are easily Manipulation, Deception, SI and Foresight while he is a bit lacking in the FSIQ, Planning and Reasoning department (his one reasoning feat of figuring out the Kaiser's plan is quite impressive but it is his only real reasoning feat).

That is my analysis on Per'kele from an SCD standpoint. I like him and, like I wrote earlier, if you want a Le'garde Doc, you can ask for it in the comments to this doc. As always, feedback is greatly appreciated as this is one of my first docs and the second one I'm actually posting. Thank you for reading!