

Assignment 1 - Character Design

[Point&Click Adventure]

[Isometric]

[NPC – Ally]

Name: Mechanika, Deity of Knowledge and Technology

Age: ∞

Sex & Gender: ?

Race/Origin: Fused Souls of five ageless people in an experiment for deification

Important Visual: Their pulled back hair is coloured in all conceivable colours, depending on the angle one looks at it, it is iridescent. A white light shines out of the welding goggles they wear.

Alignment: Neutral (tilted towards Neutral Good)

Affiliation/Team/Organization: Outsider in the pantheon of deities

Archetype/Inspiration Character[s]:

Mannerisms: The Doctor (Doctor Who), Greek Pantheon, Sherlock Holmes, Dr. Emmett Brown (Back to the Future), Zaphod Beeblebrox (Hitchhikers guide to the Galaxy), Hubert Farnsworth (Futurama)

Motivations and Worldview: Viktor Frankenstein (Frankenstein), Dr. Susan Calvin (Asimov Robotshortstories) Prometheus, Sisyphos, Daedalos (greek mythology)

3-4 keywords (personality traits):

- curious
- fickle
- energetic
- inquisitive

Wants/Needs/Motivation:

They want to spread knowledge and approve of the usage of this knowledge in any form. For instance, they might aid the discovery of nuclear fission and the creation of either a nuclear power plant or a nuclear bomb, for both use technology. In certain moods they might prefer certain usages, but they are not predictable (at least not for mortals).

They also find satisfaction in overcoming hardship for important knowledge.

This wish for technological advancement stems from their deepest desire: To know how they came to be, because this is the one thing they do not know. „How did they become a deity?“ is the underlying question that drives their every move. They want to see their experiment recreated.

While they wish to freely spread knowledge, they are not allowed to do that openly, so they try more „divine“ ways of communicating with

Their favorite way of communicating with mortals is leaving cryptic clues and puzzles, which lead worthy people to more knowledge.

E.g. when one explores an old ruin and suddenly spots a pattern that leads to a new discovery, this pattern was most likely inspired in its creation by Mechanika

Other character relationships:

While the pantheon never truly accepts them as one of their own, they still respect their position. They have a good relationship with the deity of nature, which they see as a representation of what they hope to understand. They on the other hand respect Mechanika for the creativity in using nature's laws to create more and surprise even them.

The deity of creativity and art is rumoured to be their lovechild, which both fiercely deny.

They have an uneasy relationship with the deity of war, because while war can bring innovation, it also often destroys much which civilisation created.

The pantheon did forbid them from directly intervene into the affairs of the mortal plane, except in emergencies called by the pantheon, citing their „lack of proper divine behavior“

They favor people that spread knowledge and do new experiments. While they are pleased by every use of science and knowledge, they are more inclined to support peaceful uses of science.

They are the patron deity of archivists, researchers, scientists (even humanities), engineers and librarians.

It was the deity of wisdom who judged them to never interfere in mortals affairs directly again, so they harbor a deep grudge against them.

They are despised by the deity of justice, since they needed to clean up Mechanikas messes, and still regard every action of them with a cautious eye.

Summary (max 4 words) that best describes your character:

Uncertain searching know-it-all deity

Voice Notes:

They speak quick and energetic most of the time, and always refer to themselves in Plural. They love technobabble of any kind. They have mood swings, which can basically lead them from babbling around to fall into a long, sullen silence in the middle of a sentence. They are rather blunt and normally state what is on their mind, not really thinking about the consequences. But they become quiet once they realised they said something embarrassing or hurtful.

Audio Voice Quality (descriptors for Voice Design, optional):

They have five voices that speak in unison, but other than that their speech is normal.

Quote (25 words max):

„Books are meant to be read, buttons are meant to be pressed, better judgement or „wisdom“ be damned!“

Biography/Background (300 words max):

They were created by an experiment, in which five elves, after millenias of conquering not only their homeworld, but the stars themselves, wanted to challenge their deities as equals. When they started, the society was, technologically, in the early middle ages. They challenged the pantheon, not with magic, but by creating machines to work like magic. Instead of magical fireballs, they created cannons and bombs. Instead of using magically enhanced horses, they build steamengines, trains and cars. Through industrialisation they advanced, then came digitalisation and more. One invented those technologies, another one lead the people and brought them this knowledge. The third build weapons, and other wonders. The fourth wanted them to kill the pantheon with their new power and become the new

pantheon. The fifth became scared that they became what they hated. Their endgoal was to use a fusion of technology and magic to ascend. They succeeded, but destroyed their universe in the process. The pantheon was furious about this blasphemous act and punished them by making them forget how and why they became, what they now are. In the beginning they readily interfered in the technological development of sentient beings, not really understanding their influence as a deity, until they destroyed a thriving civilisation by indiscriminantly giving out dangerous technology. This accident led to them being forbidden direct interference except by direct order of the pantheon, to learn how to „behave divinely“. Since then they only can help through clues indirectly, aiding a civilisation in developing themselves. They heavily dislike this state of affairs, and jump at every opportunity they get to have a great entrance.

The five souls of them all form a certain aspect of their being. The three core members of the old group form the three core aspects of their domain: The Student, The Teacher, and The Builder. The Student searches knowledge, The Teacher spreads knowledge and the Builder uses knowledge. The other two are interpretations of their will: „categorical imperative“ → ethics guide knowledge or „Utilitarian“ → From knowledge comes ethics. They can not act independently from each other, but can, in agreement, choose to interact in the spirit of one of their aspects, if they deem it acceptable.

Unique Look, Iconic Weaponry/Ability, or Core Gameplay:

Their physical form is malleable, no one recalls their face or features. Their face seems to be slightly different every time one looks at it. They are recognizable by always wearing welding goggles and having a weird assortment of clothing: a white labcoat, a black apron with their symbol on it, protective leather gloves. They can pull any conceivable tool or book out of their coats inner pockets. Also their laboratory always has a set of drums they play to help them concentrate.

Each core aspect grants something, but demands as well:

Mechanika can bless a character, this blessing is formed by the work of the character and is aligned by their ethics and wishes. It functions around one of Mechanikas core aspects:

The Student: They give the ability to see patterns and understand connections to find new knowledge, but at the cost of being obsessed with learning new things even to the detriment of ones own health

The Builder: They let someone understand every machine and tool to use it, but they are forced to constantly develop new things and test them without restraint

The Teacher: The only aspect that can bind knowledge in a form to be spread. One can easily convey new ideas and knowledge to others, but is utterly convinced of the truth of the own knowledge, even when it is false or just opinion.

Additional Info:

- The pantheon spared them because the deity of nature intervened in their favour, sensing their regret.
- Their search for their origin is futile, since the laws of nature got rewritten after their hubris
- Their work is sisyphos-like in nature, they can never succeed and will be forever work towards their

goal

- Their realm is basically a huge industrial and research complex called „Die Gottesmaschine“
- Whenever a person suddenly gets an idea in their sleep, their mind actually got visited by Mechanika, who granted them an insight into their *Library of Everything*
- They are actually deeply in love with the deity of nature, which they would never admit (least of all to themselves) and vice versa
- The Genre of *Solarpunk* is a product of their love
- They are described as a woven rope out of five strings, with every string being whole on its own, but together still more than the sum of their parts
- All five aspects of Mechanika regularly discuss everything with each other in their realm
- The reason for their malleable look is that they can never agree how they want to look
- They are the (inofficial) archivist of the pantheon and are responsible for spreading myths about it
- Most of the time they wander cities or other places of civilisation to see technology at work, always being incognito as a sort of wandering scientist
- Their favorite technology is the disco ball (all five of them loved to dance in life), they attribute it to the ball being pretty in light, and they love development of new musical genres
- They do also place a high value towards philosophical discussion and metaphysics
- While not outright against it, they are uncomfortable with worship, and generally prefer people that try to understand and work in the spirit of deities instead of rituals and prayers, which they see as empty
- Their names as mortals were Lǎoshī, Neach-togail, tlamachtilli, Mathali and Kijinga.
- Mechanika often gets mixed with the deity of wisdom, which both of them really dislike
- The accident that lead to their „non-interference“ order involved a tank, lots of explosives, a „heated“ argument about equality, a patriarchal society, a medieval battlefield, fireworks, drums and a „magic wand“. Dont ask. They´re not allowed to talk about it. It is not the pantheons proudest moment.
- Generally, when allowed to, they make a grand entrance and exit, normally with fireworks, and all sorts of technological wizardry, like visiting a stoneage civilisation in a starship playing pop music.