

Assignment 1 - Character Design

[Comedic Point&Click Adventure]

[2D]

[NPC – Ally]

Name: Mechanika, Deity of Knowledge and Technology

Age: ∞

Sex & Gender: ?

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

Important Visual: Their long, open hair is coloured in all conceivable colours, depending on the angle one looks at it, it is iridescent. A white light shines out of their welding masks lenses

Alignment: Neutral (tilted towards Neutral Good)

Affiliation/Team/Organization: Outsider in the pantheon of deities, Mentor of „The alchemist“ (protagonist)

Archetype/Inspiration Character[s]:

Mannerisms: The Doctor (Doctor Who) , Dr. Emmett Brown (Back to the Future), Hubert Farnsworth (Futurama)

Motivations and Worldview: Viktor Frankenstein (Frankenstein), Prometheus (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.

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.

Forbidden from intervening directly, they want to guide „The alchemist“ into developing alchemy as a substitute for magical ability, to prove that science does not only destroy, but create and sustain.

Other character relationships:

While the pantheon never truly accepts them as one of their own, they still respect their position.

They have a friendly rivalry with the deity of magic, Eranas, since they want to prove that their methods are as viable as divine magical ability

They first visited the PC, whom they only call „the alchemist“, in their dreams, as they chose them for the dawn of a new, scientific age. Even though they chose the PC simply for their curiosity and thirst for

knowledge, they still love them like their own child. They wish to help them thrive and create a new age in PCs civilisation with their guidance.

Mechanika sees the PCs friends as distractions in the beginning, but will, depending on the players actions, start to respect them for their own merits.

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

Partronizing 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. Those five voices are quite different and they pretend when disguised that their weird voice is just a „speech impediment“.

Quote (25 words max):

„A good date? Maybe study the efficiency of different fuels for your engine together?... Whats more romantic than science?!“

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. 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.

An accident lead to them being forbidden direct interference except by direct order of the pantheon, to learn how to „behave divinely“.

Since then they mostly watch mortals affairs, only very rarely getting a chance to influence the course of civilisations. In one of their visits in a world full of magic they met a child (the PC) incapable of using said magic. Moved, they blessed this child. When the child grew up, they were visited in their dreams by Mechanika. They wanted to prove to the pantheon that scientific knowledge could substitute magical ability and Mechanika was allowed to aid this young person indirectly by becoming their mentor.

Mechanika is now determined to help the PC to invent „Alchemy“, so that the PC might join the University of Magic as the first alchemist. For that they will help „the alchemist“ to recreate magic with tools and knowledge of natural laws. Mechanika will give instructions and guidance to the PC, while also intervening in their private life. The PCs life, life goals and relationships in their early twenties will be brought to chaos by Mechanika.

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

You can't see their body, only the iridescent hair. They possess an androgynous body. They are recognizable by always wearing a welding mask and having a weird assortment of clothing: a white labcoat, a black apron with their symbol (Book under a Hammer) on it, protective leather gloves. They can pull any conceivable tool or book out of their coats' inner pockets.

Core gameplay:

They live in the laboratory of the protagonist and serve as a guide and „helper“. They give hints when prompted and the player can ask about their opinion about a wide array of topics, often times rather detached from reality. They can also give exposition and trivial information about the world itself. The protagonist will need to invent new technologies and Mechanika will try to help them by giving directions and ideas as to how to create new stuff (basically being a kind of questgiver). Over the course of the game, the player should learn to trust Mechanika, but also learn that they are more than just „a wandering scientist“. The PC will come into conflict with Mechanika, since they have other things in mind than just science. Mechanika, without thinking about it, will drag the protagonist into a divine conflict.

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 hybridization.
- Their work is sisyphos-like in nature, they can never succeed and will be forever work towards their goal
- Mechanika REALLY does not understand why someone would like to do other stuff than „research“
- 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
- The PC subconsciously reminds them of themselves, which is why they are so determined to help them.
- The reason for their concealed body is that they could never agree to a specific 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.
- In the world of the protagonist, Mechanika is virtually unknown, hence they dont need a grand disguise. The deity of magic is the main deity in it, while Mechanikas name is forgotten and their „teachings“ almost completly disregarded.