

Assignment 1 - Character Design

RPG
Third-Person
NPC Ally/Enemy

Name: Odisseulf

Age: Unknown (artificial immortality, at least 100)

Sex & Gender: Non-binary (alien)

Race/Origin: Odivin

Important Visual: No discernable features from the rest of its species. The Odivin look like smaller humanoids, no greater than an average teenager, with slight blue, crystal looking skin.

Alignment: Lawful Neutral

Affiliation/Team/Organization: Odivin society

Archetype/Inspiration Character[s]: Noble Savage/Odysseus/Caesar (Fallout: New Vegas)

3-4 keywords (personality traits): Diplomatic, cunning, strategic, amoral

Wants/Needs/Motivation: To maintain balance and stability among the Odivin. To protect their culture and traditions by pursuing the Immortal throughout the Universe, while also adapting to the changing times.

Other character relationships: Current leader of the Odivin, has conflicts with members of their society who disagree with their decisions. Can either be a friendly or antagonistic NPC depending on the player's choices.

Summary (max 4 words) that best describes your character: Alien politician and diplomat.

Voice Notes:

They should speak in a measured and controlled tone, using rhetorical techniques to persuade and manipulate others. They should come across as intelligent and confident, never arrogant. They have odd sayings, symptom of their patchwork culture.

Audio Voice Quality: Loud but sombre

Quote: "I won't let society destroy itself. We'll balance tradition and progress, embracing the future but honouring the past. Only then can we thrive."

Biography/Background:

Odisseulf is the democratically elected leader of the Odivin, a technologically advanced alien species. Originally living in solitude on their small exoplanet, they have since transformed it into the universe's first living spaceship. Throughout the years they have been exploring every nook of the universe for forgotten knowledge and earning the title of universe's historians and archaeologists. While the Odivin prefer to keep their distance and have no allegiance other than to themselves, they are known to absorb part of their newfound knowledge into their own culture, which has been stitched together over years of learning. As a result, they appear to an outsider to be fraught with contradictions or at best lacking any semblance of a moral code. Odisseulf is an excellent student, philosopher, and diplomat, and highly respected among their people for their intelligence and strategic decision-making. They were instrumental in the demise of the prior leader over a disagreement about whether the Odivin should have contact with other species, which Odisseulf strongly supported. However, as a result of this, people have become increasingly disillusioned with their traditions and some have started to question the existence of their mythical creator, known as the Immortal, which is the apparent reason for their century-long search for answers. While at first glance they may not appear remarkable in any way compared to the others, Odisseulf is possibly the greatest Odivin mind since the Immortal, and, embracing the cultural oddity of their kind, is managing to keep both sides happy via guile, diplomacy and the odd savage repression.

Unique Look, Iconic Weaponry/Ability, or Core Gameplay: Odisseulf gained the ability to pass their consciousness to a new body by consuming the flesh of the previous leader. Given the short lifespan of their species, this ability, which is said to derive from the Immortal themselves through the flesh of each leader, effectively makes them artificially immortal. They remain in charge until they lose society's favour and are then killed and replaced.

Additional Info:

Odisseulf really believes in the search for answers that the Odivin have been carrying on for hundreds of years and don't share the disillusion of the rest of their peers. The encounter with the Player Character may bring new doubts into their mind or cement their beliefs.

Despite it being the reason they became the new leader, they did not really care about mixing with cultures. It simply was what was required to be supported in order to oust the former leader so Odisseulf had to grow into the idea.

Has a very conflicting opinion about the artificial immortality they are granted. While they appreciate it on the surface, the weight of loved ones lost to time is becoming harder and harder to bear.

Because of the mind-switching ability and the short life-span of the Odivin, the player character may be meeting different "versions" of Odisseulf if conditions are met.