

Magic User - Syd

1.) Character Bone Structure

Physiology

- 1.) Sex - Male
- 2.) Age - 133
- 3.) Height and Weight - 5'11", 205lbs
- 4.) Color of hair, eyes, skin - Black hair, black eyes, pale skin
- 5.) Posture - Furled up like a dormant creature, ready to explode into violence at any time.
- 6.) Appearance - Devilishly handsome. Despite his advanced age, he doesn't look a day past 40. Has a muscular frame but in just the right lighting, viewed from just the right angle, his eyes flash hollow and a sinister gauntness shows through his countenance. Most of the time he hides himself in the shadows of a hood.
- 7.) Defects - He is a vampyre. Prior to the magical revolution, magic was viewed as a dark art born into vile creatures of the night such as Syd. In reality, propaganda drove the race of vampyres into hiding hundreds of years ago because they were foolish enough to share their magical arts with a select few industrious humans. The dwindling numbers who still exist must hide their telltale features and keep to themselves, lest they catch the eye of zealous clergymen looking for a boogeyman to exercise. Syd cannot openly reveal himself to most humans because nearly all humans are repulsed by his race.
- 8.) Heredity - Vampyre.

Sociology

- 1.) Class - Criminal.
- 2.) Occupation - Work is difficult to come by for vampyres. Sometimes politicians have discrete use for their skills, and sometimes hunters will ignore the stories for the hand of a good hunter, but most of the time, criminal enterprises are the only humans willing to deal with vampyres. Syd has honed his illusionary skills and sleight of hand to make an adequate living as a thief, but other vampyres do not resist the beastial reputation that has been thrust upon them.
- 3.) Education - Syd's education comes from decades of survival on the streets. After the great book burnings, vampyre texts became so rare that their written language essentially died out, but Syd and his kind have come to embrace hands on education.
- 4.) Home Life - After the clergy's campaign against vampyres drove them underground, rearing a child became a near death-sentence for the race. Parents took to abandoning their newborns in the breeding grounds of vermin. If the child survived, it would instinctively know how to make its way in the world. That's not to say there are not hidden communities of vampyres, but they are rare. Syd tried to call one home for a while in his adolescence but ultimately found the bigoted treatment of humans preferable to the cut-throat existence his own kind had been driven to. He has spent the past 60 years of his life as a loner, doing whatever is needed to survive.

- 5.) Religion - When the vampyres were driven underground they found a new, unexpected god. They do not speak of their lord to humanfolk, but nonetheless, tales persist of a vicious, bloodthirsty deity that grants dark power beyond the unsettling traits which first startled humankind upon meeting the vampyre race.
- 6.) Race, nationality - Vampyre, no nationality.
- 7.) Place in community - He is a loner who drifts in and out of the criminal underworld as he pleases. Those who know him give him a wide berth and treat him as a professional. To those who don't know his true nature, he is nothing but a worthless vagrant.
- 8.) Political affiliations - Rumors persist that the Lords of Industry seek the hand of vampyres in partnership, but nothing has ever been confirmed. Syd's political compass tracks the heaviest coin purse.
- 9.) Amusements, hobbies - With so much time to himself, Syd has developed a number of hobbies to pass the time. He loves to draw, talk to insects, steal and return items for sport, and scare children without their parents noticing, among other things. Of course he never shares his amusements with others, but make no mistake that his mind craves stimulus in any form.

Psychology

- 1.) Sex life, moral standards - We probably shouldn't show this in the game, but he's a serial masturbator with an eye for voyeurism. Most vampyres just act like the beasts they've been labeled as and rape victims in their final moments, but something about brutal violence has never sat right with Syd. He would never tell anyone, but he lives by a strict moral code in which he only steals items of excess and never inflicts fatal violence on humans unless it is absolutely necessary.
- 2.) Personal premise, ambition - Consistently observed suffering leads to empathy. The years of outsider solitude are finally bearing down on his psyche and Syd has watched enough suffering from the shadows to finally feel for the race that tried to exterminate his kind. When happenstance puts him in the position to witness the murder of the protagonist's mother only to be there for said protagonist's fateful discovery, Syd decides that the time has come to stop living in solitude and unite with the oppressed voices of all races in order to support each other's struggles.
- 3.) Frustrations, chief disappointments - He's frustrated with his life of forced solitude when he observes such rich communal lives among humans. He's frustrated that he doesn't feel natural violence and hatred toward humans like most of his race do, but he can't help it. He's disappointed that his criminal associates only view him as an asset when he so frequently watches them socialize from afar.
- 4.) Temperament - Midlife crisis; doubts all of his natural instincts and embraces new experiences.
- 5.) Attitude toward life - Regret eats you up more than the rats ever could have.
- 6.) Complexes - He always doubts decisive action. He can't help but consider the perspective of his opponent and this has led to a voyeuristic life where he only acts when survival instincts kick in. That said, the concept of companionship is so novel to him that he'll obey the protagonist even if he disagrees with the commanded actions.
- 7.) Extrovert, introvert, ambivert - Introvert

- 8.) Abilities - Master thief. Can wield simple magic. Takes extra measures to kill.
- 9.) Qualities - In a sort of Stockholm syndrome phenomena, he's developed an overly forgiving judgement of all humans. His thieving ways have helped him develop very sophisticated tastes. He dreams of a world where he can interact with "respectable" human beings, even if only in secret. He's supremely poised under pressure and will let his lethal survival instinct take over if cornered.
- 10.) I.Q. - He is very intelligent and takes pleasure in thinking up overly elaborate and creative ways to accomplish simple tasks.

2.) Combat Barks

Successful attack - "Why do you make me do this?"

Missed attack - "Ha! So you want to play?"

Takes damage - "You don't want to see my dark side."

Incapacitation/death - "Better to die by your side than starving in the shadows."

3.) Character Introduction

Once the protagonist and companion 1 reach the protagonist's home village and find it in ruins, they fight off some of the Lords of Industry's private mercenaries who attacked the village on their warpath toward any congregations who united against them. After the battle, the protagonist enters her mother's home alone. She finds the speared body of her dear mother.

PROTAGONIST

Mama! No! No, no, no, no, no! I should have been here! I wasn't where I belonged!

MYSTERIOUS NARRATOR

Child, tears of grief in this life are but tears of joy in the next. Your mother is moved on, but she is not gone.

PROTAGONIST

Shut up, you! You might whisper your nonsense when I'm with others and you know I can't respond without being locked up as a loon, but it's just you and me and my mother now and unless you have some answers then you can shut your mouth!

MYSTERIOUS NARRATOR

I can tell you that I feel your mother's connection to you even as we speak. I can tell you that it pains me to see you separated as you are. I understand our bind no less than you do, child, but I can tell you that neither of us are whole right now. Take her in your arms and make us whole. Help me find a way to return you to oneness.

PROTAGONIST

You can...feel her? Wait! Oh, gods! Liam! Sweet Liam, are you here? Your big sister has come for you! Come out, sweet boy. Tell me you hid! Tell me you hid like we used to when we played with Father! Liam!

MYSTERIOUS NARRATOR

The boy is gone. Taken, by the feel of it. They made him watch and it left a part of his soul here. He's with them now, but we can put what's left at peace, child.

PROTAGONIST (bursting into tears)

Shut up! Shut up! Shut up! Shut up! I don't know who you think you are, but you can get out of my head now! Can't you just leave me alone?

SYD

Did you know her?

PROTAGONIST

You finally show your face and play games with me? AHHHH!!!!

The protagonist runs futilely toward Syd, lashing her arms and tripping over herself as Syd easily dodges the attack.

SYD

I think you're confused right now. I'm not playing any games. I did not harm this woman. But I saw who did and I saw them take a boy too. I think I can help you.

PROTAGONIST

Who are you? Stop toying with me!

SYD

My name is Syd. I couldn't help but notice you talking to yourself. I do that sometimes too. I thought...I don't know what I thought. This is all very new for me. I'd like to help you if I can.

MYSTERIOUS NARRATOR

He tells the truth. Do not turn this offered hand away. He is a part of this journey.

PROTAGONIST

SHUT UP! [Taking a breath] Syd, huh? What are you doing here? What did you see? Where is Liam?

SYD

I've...I've been staying here. And this afternoon, the town was overrun. Men from the city--magic users--they came and called for volunteers.

PROTAGONIST

You expect me to believe that my mother had some strange man staying with her that I didn't know about? My papa would have knocked you on your butt for such slander!

SYD

I know that your father is gone. I've been staying here for some time. I'll freely admit that I was not a welcome guest. I can sleep quite comfortably in the shadows.

Syd steps forward and pulls his hood back. Despite never seeing one in person, the protagonist immediately recognizes the creature before her.

PROTAGONIST

Monster! A devil in my own home! You don't know the extent of my power; tell me what you've done with my brother or I'll burn the flesh from your wicked bones!

SYD

Your words harm me no more than I harmed your family. As I said, I've been stowing away. The city men came today, looking for retribution for some offense. They called for volunteers and when none came they started torching the homes. Your mother, if that's who this woman was, she commanded her son to pledge his allegiance to the troop. He obeyed, but they slew her anyway. It is not the place for my kind to come forward in human affairs, or at least it has not been. But I am not the animal I am made out to be. I feel shame in my gut for watching this slaughter today. The boy is alive, and there is a feeling inside of me that I will forever regret it if I do not help you find him. Will you have me, sorrowful girl?

MYSTERIOUS NARRATOR

Break old prejudices and grab hold of this connection, child. He will bring difficulty to your path but he could be a powerful ally. He speaks truthfully and feels the wisdom gained only in darkness.

PROTAGONIST

I don't know what you were doing in my home, but you will help me turn it into a pyre before you tell me where to search for my brother.

CHOICE A

And then, you'll stay true to your word and help me track him down.

CHOICE B

And then, you'll return to the wretched shadow from which you crawled, if you wish to live.

END OF HOME VILLAGE SCENE