

CHARACTER **EMPATHY**

CHARACTERS

1.0

CHARACTER & EMPATHY

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The following are original characters
created by the MFAVN class of 2015
for CHARACTER & EMPATHY | THE GAME

NAME:

Hobarth the Giant

CHARACTER CONCEPT:

Hobarth is a twelve-foot tall classic fairy tale giant.

INTERNAL CONFLICT:

He's not too bright, and has an infected crossbow bolt stuck in his shoulder.

DESCRIPTION:

He's a 12-ft all lumbering and shuffling giant, scruffy and a little hairy, and dressed in rags. He lives in the forest, and may have brambles and stickers from forest plants tangled in his hair, his beard. Hobarth walks in a shuffling manner, protective of his golden apple and cautious that his wound doesn't hurt him more than it has to. He's missing several teeth from attempts to bite into the golden apple, without success. He carries the apple in a makeshift sling bag, and even sleeps on it at night.

He's needlessly cautious and wary, feeling he might get sniped again.

Some people want to steal his golden apple, so he covets it.

Joannah is his fairy godmother, or so he believes.

Hobarth is dim-witted and much like a blockheaded five year old. He's suspicious and wary of all humans, as they've thrown stones and shot him with crossbow bolts in the past. He doesn't actually KNOW who shot him, so he suspects anyone might.

Hobarth's wants and needs are few: he wants to eat, shit, and sleep, and he covets his apple as he believes that some day soon it may ripen and he can enjoy it. It does smell delicious.

Hobarth doesn't know that the tree that grew his apple is actually a fairy maiden named Ilaria—Tobby's "true love"—who was magically transformed into an apple tree when she was abducted by a prince (the same prince who shot Hobarth) against her will. After he took her out of her "rabbit hole" in the underworld on horseback and dropped her in his castle's courtyard, she grew into an apple tree. The prince did not know then that fairy maidens, when taken out of their world against their will, will turn into trees when their feet touch the ground. Since the prince carried her out on his horse, and the first place her feet touched the ground was his castle's courtyard, that's where she still grows as an apple tree today.

Hobarth also doesn't know that if a seed is extracted from the center of one of her golden apples and lovingly planted in the world on the other side of her "rabbit hole," that her human form can grow again from that seed...



NAME:

Joannah

CHARACTER CONCEPT:

Alcoholic Fairy Godmother.

INTERNAL CONFLICT:

Alcoholic/ Desire to be liked derails her good intent.

DESCRIPTION: Silver hair, has unsettled movements, party girl clothes, tacky yet fairy tale.

She can't avoid responsibility forever.

Consistency and Stability are important for adult survival.

Good deeds make her stronger/ bad deeds weaken her.

Joannah's lessons pile up on one another. A tragic bar fight with old classmates drives her out of town. During the fight, Joannah tries to impress old high school friends, but she is rejected. When an old enemy from high school named Allen taunts her she responds with an electric shock from her magic wand. However, her magic is soon cut off as Joannah is unable to produce magic when under extreme emotional distress. Allen proceeds to toss Joannah out onto the street and none of her former classmates come to her rescue. After she moves to the magical forest to escape her past she is admonished by the Once and Future Alien to complete her fairy godmother task by helping Toby find his true love. From Toby Joannah learns that you don't need to party hard to be liked. She also learns that being consistent and dependable earns respect and social capital. Joannah's stakes are high since she's failed fairy godmother missions in the past so she must help Toby in lieu of her growing feelings for him. If she fails, she will lose her magical powers for good. In order to help Toby she must navigate the magic forest and obtain the Giant's golden apple. Her interactions with the giant will force her to figure out what her priorities are and make ethical decisions.



NAME:

Tobby

CHARACTER CONCEPT:

Tobby is a perfumer. He has poor eyesight, but he has really good sense of smell, even some invisible things.

INTERNAL CONFLICT:

Tobby always show his confidence when he's making mistake, then he becomes worried when he realized.

DESCRIPTION:

A mysterious beautiful girl helped Tobby finding his glasses when he got lost in forest. He fell in love with her.

He found that the Giant caught the girl. Because the smell was exactly that girl. He enraged the giant and got hurt.

A customer dropped by and asked what happened. Then she left.

Tobby got a big glasses and big nose. He has poor eyesight and good sense of smell. He's a clumsy perfumer but customers love him.

He worked very hard on creating perfume and finding his love -- a girl who saved him in forest before.

Tobby fell in love with a girl who helped him in the forest, he spend a long time trying to find that girl by her smell. Then he found that a giant caught the girl. He couldn't see it but he could smelled it. He got hurt by the giant when he tried to rescue the girl. He learned that he couldn't do anything without a plan. The he met a female customer "Fairy Godmother". She tried to help him and encouraged him. Tobby didn't know why the female customer willing to help him, but became braver under her help.



NAME:

August Donnelly

CHARACTER CONCEPT:

A con artist who has lied so much he doesn't remember his true self/home.

INTERNAL CONFLICT:

August is incredibly unorganized and has gotten so mixed up in his lies he can't keep them straight.

DESCRIPTION:

August Donnelly was raised in a strict Irish Catholic home. An only child, his parents taught him that honesty was the best policy. Never veering from this rule, August found difficulty keeping friends and staying out of trouble. Growing quickly to believe no one wanted to hear the truth, August began lying. As his lying grew out of control, August found himself lost. He had lied so much he couldn't remember who he truly was, or where he was actually from.

Walking down the street one evening, August hears a woman ranting. Intrigued by the possibility of another con opportunity, August turns the corner to seek out the distraught woman. He turns the corner walking down the alley. As he continues, the voice fades. August backtracks to find this self-proclaimed genius isn't human at all, but a small alien frog named Clara. Shocked and wildly intrigued, August begins a conversation with Clara. The two talk for hours. When the conversation ends, August realizes that for the first time since he can remember, he hasn't told a single lie.

As August begins to pull a scam with a Mafioso, Maple intervenes; realizing August could be a valuable asset convincing others to donate money for his political needs. In turn, August finds in a Maple, a man who is incredibly organized and rarely forgets a single detail of a given situation. Perhaps, August thinks, this man can recall the lies August tells, and help him sort through them to find his way home.

August is medium build with brown hair/eyes. He commonly wears a long sleeve white button down shirt with the cuffs slightly rolled. If his hair isn't slicked back, it's tucked under a Cuffley cap. Black suspenders hold up his light gray slacks. Rugged but charming, when not cleanly shaved, August is seen with muttonchops and a mustache.



NAME:

Clara (the frog in the jar)

CHARACTER CONCEPT:

Clara is a talking frog who is a master of machinery. She comes from a planet of talking storybook animals. When she came to Earth, her physical form took the shape of an actual anatomical frog as earthlings understand it (which is different than where she comes from, where frogs walk on two legs like Frog & Toad).

INTERNAL CONFLICT:

Hubris.

DESCRIPTION:

Back on her home planet, Clara worked professionally as an engineer. Some of her friends challenged her to create a device that could transport her to another dimension, an idea that was familiar to the inhabitants of the planet but had never been achieved. They told her it could never be done. Clara, confident in her extreme aptitude as an engineer, wanted to prove them wrong. She successfully built the device and proved its success by transporting herself to another dimension using it. Aspect 1 is she learned that she is capable of anything (re-enforced her initial idea about this).

When Clara arrived on earth, she landed in Junction City, Nebraska, in the year 1903. She needed to find water quickly; she was drying out. She found herself in a field, and many striped tents were being assembled around her. Boxes were being unpacked with various trinkets and clothing items. She saw other amphibious creatures hanging out in a fish tank near one of the tent sites, and without hesitation she hopped into it, not realizing that these amphibians in this particular fish tank were being used as prizes in what would become a carnival. Maple came to the city for a conference and ended up at this carnival. Maple saw someone from his past who knows why he has issues with object permanence, and in order to remember this person (who is a crucial clue to unlocking his past), he decides on a whim to try and win a carnival prize so he can remember this instance. He wins Clara as a prize, and takes her to safety. Aspect 2 is that she learns to trust Maple.

August Donnelly (R1's character) overheard Clara boasting to Maple about her scientific proficiency, and how she is going to be famous one day. August, who is a con artist, approaches Clara and convinces her that he can help her gain fame and fortune (though secretly he thinks he can use her for his own purposes of finding his way home). Third aspect, though Clara is not aware, is that she is susceptible to the influence of others.



NAME:

Maple Cipek

CHARACTER CONCEPT:

Pharmaceutical lobbyist in the local St. Louis government and secret information broker.

INTERNAL CONFLICT:

Object permanence: poignant memory loss, but able to assign photographic memories to objects.

DESCRIPTION:

Child of clay miners from Austria-Hungary. In search for answers to his condition.

Unassuming, slightly dandy, average (but with a cute hat)

Sold information to unknown buyer, became entangled in illegal information trading. Willing to betray others for his own profit.

Witnessed mysterious figure with a connection to his memory loss and assigns this memory to the character of Clara the frog engineer.

“Saved” Augustus from the cops. Hired him as a scheming associate. Manipulates others for his own needs.

Skill: Notice



NAME:

Levy (Leviathan class 4 subterranean waste disposal biodrone)

CHARACTER CONCEPT:

Escaped, genetically-engineered bio-drone for a radioactive waste disposal corporation.

INTERNAL CONFLICT:

Desperately lonely.

DESCRIPTION:

7'2" and resembles a humanoid dinosaur. Specifically reminiscent of a stegosaurus. bones plates down his back, a tail and very bulky.

Claustrophobic after having once gotten buried in a cave-in.

Protective of NARA after her becoming his first friend

Speaks in first person after living as property for so long

Skill: Physique



NAME:

NARA

CHARACTER CONCEPT:

Nuclear Assessment and Research Android.

INTERNAL CONFLICT:

Perpetually gathering data without understanding.

DESCRIPTION:

NARA was created as a Nuclear Assessment and Research Android for Glow-Worm Nuclear Services (GNS) a nuclear power plant and research center in upstate New York. NARA's role was supposed to be to monitor and assess the operations at the nuclear plant, as well as analyze data to further nuclear research. However, due to a malfunctioning filtering chip, NARA gathers information indiscriminately without regard to what is pertinent. Consequently, NARA learns that GNS is actually developing Nuclear devices for the black market. When the bosses find out that NARA has recorded this information, NARA is discarded and cast out into the surrounding wilderness where NARA spends its days gathering information. Gathers all information without control; can't tell what is and isn't important

NARA comes across Levy crying in the woods, just after burying his companion. Interested because it has never seen one of these creatures, NARA starts aggregating data about Levy (such as size, description, etc) and notices that Levy is branded with an ID code for Carry and Bury. NARA knows Carry and Bury because they had contracted with GNS as their disposal company. Levy has seen androids before, but doesn't really understand them, however he can distinguish NARA from a human being. While collecting data, NARA recognizes that Levy has been crying, but can't infer why. After Levy explains he is burying his companion. NARA asks what companionship is. He imprints upon NARA. NARA learns about the concept of companionship (on an intellectual level) something it has not experienced.

Understanding of New Species (Levy) and companionship (intellectually)

When studying geological samples on a steep hill, there was a rock slide which sent NARA tumbling into the ravine below. In the fall, NARA damages one of its internal reserve power units. During the day, NARA can rely on solar power gathered from the material that makes up its "hair". At night, however, NARA's reserve power is limited and must be cautious with its energy. If energy is low, NARA must either find access to an electrical source to plug into, or it will power-down into sleep mode until the sun comes up.

Damaged internal reserve power causes limited energy at night



NAME:

L'shingleisa

CHARACTER CONCEPT:

An overlooked piece of androgynous technology created in Deer Isle Maine, USA. L'shingleisa was supposed to be destroyed during the 2030 World War, but instead came in contact with a fairy godmother who disagreed with the new-government's anti-technology laws, and took it upon herself to protect L'singleisa with the ever lasting invisible spell -- making the box incapable of any form of conversation with anything or anyone in the future or past.

INTERNAL CONFLICT:

A Voyeur



NAME:

Emile Bouchard

CHARACTER CONCEPT:

A bicycle delivery boy from the icy islands of Ellesmere Canada.

INTERNAL CONFLICT:

Falls too easily in and out of love (with each client that he meets).

DESCRIPTION:

As a young boy, Emile Bouchard found one of his passion's in a job delivering newspapers by bicycle. Although most would see Ellesmere's frigid climate as a deterrent, Emile saw a certain adventure and romance in the icy terrain of the islands.

While working his route, Emile started to fall for a cute neighborhood girl, bringing her flowers and gifts when he would ride by the house every week. As the two got older the two began to sneak a round a little and their relationship became more tangible.

This ended quite quickly when the relationship was discovered by her father Pemma Mantuh, who just so happened to be the boss of the Canada-Tibetan Mafia. Upon his discovery Pemma decides to teach Emile a lesson by having his thugs rough him up and threatening to break both his legs. Emile, fearing for his bicycle delivery future barter with Pemma, making an offer of exchange; if Pemma spares his legs, Emile pledges a lifetime of servitude to Pemma and the Canada-Tibetan Mafia as their black market delivery biker.

As a delivery biker I am frequently employed by the hospital where Ravi works to pick up all the food for the doctor staff. Running all over town, and about an hour away for the food Ravi specifically requests, most of the staff have become fed up with always waiting for their food and place the blame on me. Ravi however, finds a certain attachment to my disposition and decides to help me out by getting me black market organs once and a while on the sly, saving Emile from falling behind on his quotas.

Rushing to meet a deadline for Pemma, I am smacked in the face by a car door when Marty exits a cab in a hurry. Flying off of my bike and getting beat up pretty severely, Marty takes me back to his "operating room" feeling terrible about his role in the accident. After patching me up however, he see an opportunity and steals the package that I am supposed to enroute to deliver.

After failing to delivery the package, Pemma punishes Emile for his failure. He sick two of his goons on him and then cuts of both Emile's pinky and ring fingers on his right hand. Leaving the others so that Emile can still "operate his bicycle brakes."



NAME:

Marty Martínez

CHARACTER CONCEPT:

Cuban nurse practitioner running an illegal hospital beneath a bar where he bounces.

INTERNAL CONFLICT:

Irrational need for respect.

DESCRIPTION:

Mr. Martinez's real name is Martín; he switched it to Marty because it sounds more American. He migrated from Cuba to Florida, and after been caught impersonating a physician, he went up North until settling in Canada.

Marty believes in helping people, specially those needing urgent care. He had extensive medical experience, acquired after performing procedures on himself, while been unemployed and uninsured. It makes Marty feels good when people refer to him as Da Hood's Surgeon.

In the last few years Marty has been making a living as a bouncer at a strip club, where he also performs medical procedures in the venue's basement. Marty Martinez takes can't refuse helping those in need, especially stabs or gunshots victims.

Marty meets Emil (a food and organs delivery guy) after accidentally hurting him while opening his van's side door on a busy street. Marty takes care of the delivery guy's wounds, but keeps some of the organs that Emil was carrying. That's how Marty learns that to be a hero, sometimes you have to become a villain.

Mr. Martinez meets Dr. Shankhar on one of the Doc's night at the strip club (drinks are 50% off), when he was going to the restroom use the wrong door, which led him to the club's basement where Marty was taking care of a critically wounded person (a pole dancer beat up by a client). Dr. Shankhar grabbed Marty's hand and showed him how it is done in the Operation Room. From this experience Marty learned that blood unites healthcare professional.

Marty's skill is drive. He never stop fighting for professional recognition, in his own words: "I'm almost a doctor". He always finds a solution for medical problems related to night life's pleasures.



NAME:

Ravi Shankhar

CHARACTER CONCEPT:

Middle aged Indian Heart Surgeon, practicing illegally in a prestigious Canadian hospital, Immigrant into Canada after a botched surgery back in New Delhi when he was fresh out of College.

INTERNAL CONFLICT:

Arrogantly Entitled/Feels life is unfair/Liar.

DESCRIPTION:

A little dumpy with light skin and white hair, well groomed and upright, maybe even a bit of arrogance in his posture. He dresses well and in some brightly colored ties.

Fresh out of college in New Delhi this young successful doctor botched a surgery and got disbarred and exiled to Canada (he still doesn't think it was his fault) When he arrived in Canada they did a background check and marked him down as unfit. He steals some forms from the file and forges into a dishonest identity. You can always disappear.

Met Ryan Weber's character when he started delivering me Indian food to the hospital. After listening to his indebted servitude story, I start swinging him some organs to sell on the black market Some people have it much worse than I do.

Met Ivory's character at the strip club I frequent, as I'm walking down to the bathroom I mistakingly opens the door to his makeshift hospital and I show him how to properly perform the surgery he is hacking up Friends can come into your life at any time.



NAME:

Devon

CHARACTER CONCEPT:

College dropout.

INTERNAL CONFLICT:

Suicidal.

DESCRIPTION:

Raised in the suburbs of Atlanta, Georgia, Devon grew up in a home where human warmth and conversation were overlooked and unnecessary. He searched for acknowledgement in his studies excelling in anything he put his mind to but his father would usually dismiss his achievements as trivial and underwhelming in the grand scheme of things. Coming from a culturally diverse background of Chinese Colombian descent he began to search for purpose at the age of 17, by studying cultures in sociology at Stanford. There, for his final project senior year, he researches his family history on his fathers side in an attempt to discover something about himself. He instead discovers that his father has a brother in China that he somehow failed to mention. Curious, Devon contacts this man and against his fathers will, drops out of school and travels to china to live with his uncle in Beijing. His uncle treats Devon like the son he never had giving Devon the love and attention he never got growing up. With his uncle's influence, Devon is pulled into his uncle's drug and human smuggling business.

On one of his assignments transporting people by boat between and America his uncle orders him wreck the boat with the people still on it because the organization was at threat of discovery and they needed to destroy the evidence. Devon carries this mission through while convincing himself that his uncles love was all he needed. After sinking the boat and hearing the peoples screams a sense of regret pulls him under, haunting him to the point of insanity. When he arrives in NYC, he doesn't contact his uncle hoping that he will be assumed as dead. He pools his remaining cash and purchases a gun to take his life but can't seem to pull the trigger.

A week after the incident Devon notices some dolls in the storefront of a psychic in chinatown. He is stunned and horrified by their eerily realistic faces that somehow resemble of his victims. The owner, Louisa, sees him and pulls him into her shop. She tells him that he is the one who will help her find her daughter who was sold to the human trade many years ago. In hearing this, Devon finds hope for retribution for his actions and agrees to help her.

While investigating the collective ship logs of the day he wrecked the ship, he bumps into Henry, a man who claims that he is researching the boat for an insurance company. Concerned that Henry would find out about what truly happened, he tells him that he was researching the boat in order to find his sister who was said to be on the ship when it sank. He attempts to mislead Henry at every turn, but over time develops a friendship with him. When Devon's uncles henchmen come looking for him, they discover Henry and now Devon has to decide between giving up his friendship to protect his identity or to help Henry on their quest to uncover the wreck and discover Louisa's daughters whereabouts.



NAME:

Harrison Holt

CHARACTER CONCEPT:

Admiralty Lawyer.

INTERNAL CONFLICT:

Tries so hard not to be like his father, doesn't see how they are becoming more and more alike.

DESCRIPTION:

Harrison Holt esquire has been practicing admiralty law in St. Petersburg, FLA. (ever since he graduated from University of Miami). He is very successful, and lives very well. He is proud of the fact that he does not drink, and has never gambled. He is happy to be nothing like his father. But the gambling in is his blood, he may not be enticed by the traditional casino fare, but he has become more and more obsessed with the salvaging of shipwrecks and their possible treasures. A far bigger gamble...

Harrison is currently in New York following reports, from his underground network, that an undocumented ship was seen leaving a port in Hong Kong, supposedly on it's way to New York, but it failed to arrive. Harrison thinks that this is his big break. Few people even knew about the ship's existence, and an undocumented ship that large had to be carrying illegal goods.

Harrison meets Devon at the Center for Atmosphere Ocean Science at NYU, both looking in the currents and weather for the same timeframe, in the same region of the Atlantic. They immediately realize that they are looking for the same shipwreck, but they immediately lie to each other about it, wanting to keep their motives secret. Devon claims he has a missing sister who reportedly was on a cruise ship, but went missing in that area. Harrison pretends that he is working as a lawyer for a company that is investigating an older shipwreck in that region. They pretend to help each other out, all the while trying to lead each other astray.

Harrison catches Devon acting strangely enough times that he decides to follow him. He sees him go into a psychic's shop, coming out almost an hour later. Harrison, being used to being able to charm and manipulate people, goes into the shop pretending to want his palm read, but really intending to get information about Devon from the psychic. Instead Ludmila immediately has a vision of Harrison surrounded by dead bodies. She seems visibly shaken by the vision, and although Harrison doesn't believe in psychics, it scares him a bit. He starts to leave and she begins to tell him other things about himself and his parents that no one knows about. He rushes out of there, suddenly afraid that he is in some real danger, and he is newly distrustful of Devon.



NAME:

Ludmila (“Luiza” “Louisa” “Luisa”) Janosevic

CHARACTER CONCEPT:

Gypsy dollmaker and a psychic.

INTERNAL CONFLICT:

Suspicious and Distrustful (especially of men).

DESCRIPTION:

Ludmila is a gypsy dollmaker and a psychic. She comes from generations of gypsies, originating from Eastern Romania and has lived in various parts of Bosnia & Herzegovina, Croatia, and Slovenia and then Spain. Ludmila was “Luiza” while living in Madrid, and there, she got pregnant and gave birth to a daughter. The circumstances surrounding the identity of her daughter’s father remains unknown, and it’s not something her family is open about (it’s a suspected rape).

However, her daughter was Ludmila’s world, and she doted on the little girl, always lavishing attention on the girl. Then, while living in Madrid she met, fell deeply in love, and got engaged with a man she considered the one she would devote the rest of her life to. He was charming, a trader by day, and a wonderful father and husband-to-be, and he was very attentive to the little girl too. But, one day, when she was gone on a quick trip to pick up a few ingredients for dinner, she came back to an empty house. He disappeared – the love of her life – along with her own daughter, who was her entire world. Heartbroken, devastated, and enraged, Ludmila discovered that the man she thought was not what he appeared to be – he had a wife and family in Malaga too. The frequent trips he made, he told her, were for trading but it was for a darker form of trading from illegal adoptions to sex trafficking, through Morocco and other parts of Africa. Determined to find her daughter and possibly murder him, Ludmila followed his tracks to Morocco, and then to parts of Malaysia, and continued as far as to Indonesia, where she lost every trace of him. She spent a lot of time searching, and ended up staying and living with a tribe of priestesses and their gods, where they taught her the dark arts, and it was around this time she started channeling through her dolls. One night she had a powerful vision, where her dolls came to her and told her to go to New York City.

There, she believed that she would find her daughter.

Ludmila set up a psychic shop in the Lower East Side, near Chinatown and the shipping ports, to be close enough to the trading routes. Years have passed. The time has added to the dark burning desire for revenge and the dark magic continues to burn deep in Ludmila, hollowing out her every other desire and thought, that she only channels her dolls.



