

SPELLBOUND: NOVEL INK

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## Characters Document

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*The Avatar*  
*The Wizard*  
*The Societies*  
*The Cat*

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February 21, 2011

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## Part I

# Overview

### 1 The Avatar

The character is a happy-go-lucky and innocent protagonist, thrown into a magical world to do a job, and will embark on an epic journey under the noses and floorboards of a human-sized society. He will jump across shelves, squeeze between pages, and encounter many unique characters in The Wizard's study.

### 2 The Wizard

The Wizard is a colorful, eccentric old man who spends most of his time in his study, be it conducting alchemical experiments at his workbench, writing at his desk, or napping on his couch. Due to extreme nearsightedness he wears thick glasses, and on his face he bears a formidable white moustache to match his long hair. He is the benevolent creator and occasional benefactor of the player's avatar, though he regards the avatar as more of a tool than a person. Being nearsighted he is wholly unaware of the miniature societies his magics have created in his study and his position within them. Were he aware, however, he would respond with bemusement and interest. Due to this lack of awareness he is as much scenery as character, his activities and appearance lending color to the study.

### 3 The Societies

otherwise be a lonely world. It is the portrayal of these detailed societies which should elevate the game from a simple child-accessible exercise to an artwork appreciable by teenagers and even adults. The hope is to create a game a child will return to when older, and see anew for the social depth and societal commentary. The subtleties of each society must be portrayed rather than stated. No creature in the library truly speaks, but much like in *Okami* there is some garbling of various pitches for different characters and the translated text is displayed below. As a final note, societies are representative of a whole rather than an individual with the exception of the bookworms; most spiders spin orb webs (such as the garden orb weaver), but another is a rogue of a society and prefers to hunt his prey (such as the daring jumping spider).

None of the societies can remember a time when they did not live within the library. In fact, they do not even realize that there is a much larger world outside of the study. The magic within the study has gradually infused within all of the inhabitants, elevating their consciousness and resulting in a need to explain their respective situations. Each has shaped their world based upon what they have perceived and know to be true, and are thus both justified in their convictions and at least partially incorrect. As most occupy different areas of the library inter-society interaction is limited.

## 4 The Cat

The cat is a formidable obstacle early in the game. She eagerly patrols the Library floor, waiting for the player, or any other character (especially mice) to venture down to her level. She is dangerous, crafty, and is not limited to the floor alone. She has been known to paw at creatures who wonder too close to her favorite perching spots.

She is a pure white, crafty, slinky cat who is quite adept at hiding and watching. If the player looks closely around the Library, they may be able to spot her sharp green eyes peeking around a corner. Venture too near to the floor and, after hearing a terrifying growl; let's just say the cat won't be hungry for long.

## 5 Secondary Characters

The only other characters in the game world are the Bosses and Quasi-Bosses which exist inside the books. Please refer to the Game World Document for further information.

## Part II

# Detailed Descriptions

### 6 The Avatar

The main character was created by The Wizard; a jar of magical ink was spilled all over The Wizard's study by his mischievous cat, and so he imbues the last drop of ink in the jar with a bit of magic, turning it into the avatar, and assigning it the task of cleaning up the rest of the rogue ink.

The character is made of magical ink, and will possess abilities one would associate with such a substance. It will be able to deform itself to fit the situation, and when in the environment of the magical books, it will be able to take on the color it is in contact with and use it to its advantage. Being magical, when infused with a color, it will take on certain powers that it must use to solve puzzles or defeat enemies.

The character will be a gooey, shiny black, and will not take on a solid form. It will be very amorphous, but humanoid, such that it could easily be thought of as either male or female, or neither. The character will be of a very small scale, perhaps one or two inches. It will be lanky and lithe, for an example, see attached concept art.

The avatar will be incapable of direct speech, but will be able to produce small noises and use body language to convey or evoke emotion. It will interact with many other small inhabitants of The Wizard's study, who will be overbearing and impose their opinions on the avatar, putting words into his mouth.

The avatar will be reserved and curious, but not shy. Almost a newborn, the avatar will express strong curiosity and joy at anything newly encountered, inspiring a sense of charm in the player. The avatar's small stature will allow the player to see a world they might take for granted through different eyes, giving them a new appreciation.

See Appendix A for more information on the Avatar's design, and Appendix E for information on his background.

### 7 The Wizard

The Wizard, pictured in Figure 1, is a long-time researcher of the arcane arts. He spends his life in his study, diligently attempting to synthesize gold — a problem he is obsessed with despite his wealth and ability in other magical domains.

Given his age, however, he spends a great deal of time sleeping on his couch, over which he has hung an eclectic collection of hats — a stereotypical wizard's hat not among them. This collection has been acquired over the span of many years and sees frequent use, as The Wizard likes to switch hats for a bit of novelty as he moves about his office (see figure 2 for a subset of his collection). See Appendix B for more information on the Wizard's design, and Appendix F for information on his background.

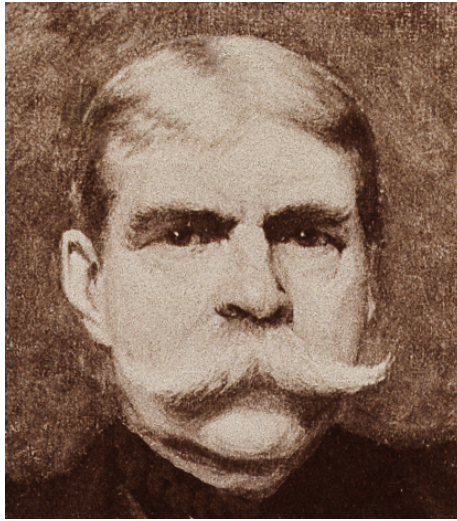


Figure 1: The Wizard, shown without his glasses.



Figure 2: A small subset of The Wizard’s Hat Collection. Other notable hats include a bicorné, a bowler, a panama hat, and a kolpik.

## 8 The Societies

### 8.1 Bookworms

**Appearance:** Most portrayals of bookworms in popular culture depict them as green, bespectacled things which read books. This is not the case. The appearance of the bookworms is almost surreal and intended to set the player on edge. The worms never see daylight, and are thus pale-cream maggots. Their eyes are hyper-dilated, leaving only shiny black voids. For serrating books their mouths contain a leech-like row of teeth, though these are rarely visible.

The bookworms revoke current notions of what it means to be a bookworm. These worms survive by consuming paper, and have no regard for the literature which they destroy. Because none of the bookworms are educated or have any sort of individuality they rely heavily on “groupthink” — not a hive-mind, but rather a form of mob psychology. A single worm without a peer is a terribly confused soul, without opinion or direction. Each worm individually operates on what they believe each other worm desires the course of action or current belief to be. Thus a conversation with a group of worms sounds something like as follows:

“What are the mice?”

“8276 met the mice once.”

“Do we like the mice?”

“Maybe 624 does not like the mice.”

“624 does not like the mice?”

“Down with the mice!”

(Unison) “Down with the mice!”

Fortunately, due to their limited range of experience bookworms are nearly incapable of forming opinions on anything, though the opinions they do form are intense and magnified through the lens of thousands of worms. This makes the worms dangerous, not as individuals but as a whole. It should be shown that this allows the worms to craft things of immense scale: the sheer size and detail of their tunnels could never be accomplished by one, or even a hundred worms. On the other hand, this allows the worms to proceed with a course of action that is detrimental to group as a whole simply because one individual makes enough noise, or holds strong beliefs. The player should be allowed to wander the tunnels and marvel at what the worms have accomplished, but eventually come to the realization that the group is capable of the terrifying as well as the amazing. The avatar may watch a conversation similar to the one above result in the death of a local mouse clan, as though individually much stronger than the worms a few mice are no match against thousands. This is meant to play into their appearance, which is similar to another mindless horde: zombies.

Individual worms spend the vast majority of their time munching away at the books, stopping occasionally to stare blankly at nothing in particular. When a small number of worms gather in one place through happenstance and begin to wander they will eventually be joined by others assuming they are supposed to be there, even if it is obvious nothing is happening. This is similar to the Ant Death Spiral. One such phenomenon has resulted in a massive central chamber, about which thousands of worms march every day constantly and without purpose. Courtship in worm society is nonexistent, as the worms procreate through normal worm means (worms are devoid of gender, and mate simply whenever they pass another).

## 8.2 Mice

Appearance: The mice are rather anthropomorphic; expressive, detailed, serious, and unintentionally adorable. The art in the comic *Mouse Guard* is a wonderful example, though something slightly less stylized in the anatomy of the mice is desired for immersion. The mice of the study collect scraps of ribbon and cloth to tie about their tails as a representation of rank.<sup>1 2</sup>

The mice are foils of the cockroaches and socially similar to the worms. The mice are the epitome of right wing authoritarianism in a theocratic society. Unlike the bookworms their defined social hierarchy gives them purpose and direction, but like the bookworms they can easily be led astray by their leaders and conjure intense animosity towards things they do not understand or see as different. Also like the bookworms they are capable of great works since

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<sup>1</sup><http://www.mouseguard.net/bwsale/ba1pg11.jpg>

<sup>2</sup><http://www.mouseguard.net/winter1152/5page2.jpg>

their fervor combined with the oversight of authority allows them to undertake tasks much larger than themselves, though sometimes there are nonsensical issues similar to those in the game of Paranoia where a mouse does not have ‘clearance’ to complete his given task, and other bureaucratic issues. The mice look down upon the roaches, seeing them as disorganized and strictly inferior life due to their lack of social hierarchy. Occasionally mouse “missionaries” bring some of their food stores to the roaches in an effort to show them a “better way of life”. The food is readily accepted, though the dogma is not.

The mice believe the wizard is the source of good as he is the origin of food, but is a wrathful being who will unleash the cat upon them if he is displeased. In an effort to avoid the perceived displeasure of their deity the mice have developed complex rituals and countless traditions, most of which have no function as the cat is not under the control of the wizard. Any mouse who falls victim to the cat is believed to have displeased the wizard somehow and is thought deserving of their fate, regardless of their actions. Any who go against tradition are seen as traitorous and reviled, even harshly punished for putting the community in danger of the wizard’s wrath.

An individual mouse is a much more compassionate creature, capable of forming his or her own decisions based on reason, though cleaving to authority above all else. However, if there is another mouse around he or she will always defer to authority or tradition. Mice of lower status seldom bother to generate ideas, preferring to simply follow the guidance of their superiors.

### 8.3 Cockroaches

Appearance: The appearance of the roaches should be realistic enough to delight boys but stylized enough to not disturb girls or those not fond of insects. The roach from Wall-E<sup>3</sup> is a perfect example of this balance, though the same techniques used for that character may not necessarily apply.<sup>4</sup>

The cockroaches are foils of the mice and similar to the spiders, though they do not see it. The cockroaches see the wizard as a purely benevolent deity, as he is the source of food and they rarely fall victim to the cat as the mice do. Because they see the world as an inherently good place they seek to reflect that positivity, and demonstrate compassion to their fellow roach and even the mice (though they see them as misguided and uptight.) The roaches do not have a defined social structure, and all have an easy-come easy-go attitude. Because they lack direction and individually seldom take initiative they do not create on a large scale, nor do they plan. During times when the wizard does not eat in the study this lack of foresight and organization has caused many roaches to starve. The roaches individually and as a whole value the community, which they see as extending beyond themselves into every creature that lives in the library. They do not begrudge the spiders (much) as they are aware that the spiders must consume them to live, and the spiders have as much a right to life as they do.

The roaches as individuals are capable of great acts of compassion and self sacrifice, they are big dreamers but lack the ability to bring those dreams to

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<sup>3</sup> [http://1.bp.blogspot.com/\\_46U3Sk-0jPM/TFBcX9DvTYI/AAAAAAAAACY4/WvqSZfi4HWk/s1600/WalleRoachPose1NoLine.jpg](http://1.bp.blogspot.com/_46U3Sk-0jPM/TFBcX9DvTYI/AAAAAAAAACY4/WvqSZfi4HWk/s1600/WalleRoachPose1NoLine.jpg)

<sup>4</sup>[http://img.slate.com/media/1/123125/123073/2180604/2194602/080708\\_EX\\_cockroachTN.jpg](http://img.slate.com/media/1/123125/123073/2180604/2194602/080708_EX_cockroachTN.jpg)



fruition. While a roach may have the idea to build a food cellar for famine, he or she tends to dismiss it as he or she personally lacks the knowledge and ability.

## 8.4 Spiders

Appearance: Miss Spider from James and the Giant Peach is in spirit what the typical spider embodies, a certain grace and poise which comes with independence. A deadly beauty which fascinates. Her appearance is more surreal than is desired, and the spiders do not have French cultural affectations.<sup>5</sup>

The spiders are the pinnacle of individualism. Completely self-reliant, bold, even arrogant each individual is aware that the webs they create are beautiful. They lack any sense of community, in contrast to the cockroaches, and thus never seek to help each other, though a spider that struggles is a rarity. A spider with a vision will pursue it until death, and many grand half-finished cobwebs attest to this. Everything is beneath them, they do not recognize the humanity within the cockroaches they feed upon. The spiders do not even acknowledge that the wizard exists, as “We live on the ceiling, there is nothing above [us].” Were the cockroaches to mount an offensive against the spiders and demand to be recognized the spiders would quickly fall as they have no organization.

## 8.5 Dust Bunnies

Appearance: The dust bunnies are literal bunnies made out of dust, which is prevalent in the library. They are rather round in shape, with rather long ‘fur’.

<sup>6</sup> <sup>7</sup> <sup>8</sup>

Dust bunnies are less of a society and more a fact of life in the study. Whenever the wizard’s robes sweep the ground a cloud is generated, spawning new dust bunnies and sending existing ones spiraling like tumbleweeds. Lacking any natural predators the bunnies have found their way into every level of the study, hopping about and slowly munching on the dust as a hare grazes on grass. The other societies have become so desensitized to their presence that they do not acknowledge them, and execute tasks without bothering to shoo the creatures away. This does not lead to bunny casualties, as they are cartoon-like in their resilience. While the bunnies have no organized society there is a “King bunny” that can be discovered. The king bunny is the oldest of the bunnies, and originated as a hairball from the cat (this should be readily apparent). He is exceptionally rotund, and very drowsy. No bunny speaks, they simply look with their large expressive eyes and twitch their little bunny noses.

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<sup>5</sup>[http://28.media.tumblr.com/tumblr\\_kw7w9eVl3C1qazerso1\\_500.jpg](http://28.media.tumblr.com/tumblr_kw7w9eVl3C1qazerso1_500.jpg)

<sup>6</sup>[http://www.storyrhyme.com/stories/originals/dust\\_bunnies/files/page10\\_sidebar\\_2.jpg](http://www.storyrhyme.com/stories/originals/dust_bunnies/files/page10_sidebar_2.jpg)

<sup>7</sup>[http://media.photobucket.com/image/bunny+dust+/lol\\_girl17/1ol%2520animals/dust-bunny2.jpg](http://media.photobucket.com/image/bunny+dust+/lol_girl17/1ol%2520animals/dust-bunny2.jpg)

<sup>8</sup>[http://www.knitting-warehouse.com/free\\_knitting\\_patterns/Lion/FunFur/DustBunny.jpg](http://www.knitting-warehouse.com/free_knitting_patterns/Lion/FunFur/DustBunny.jpg)

## 9 The Cat

As described in the executive summary, the cat’s primary gameplay purpose is to guard access to areas that the player should not be able to access, primarily the floor of the Library. She is an antagonist; both to the player, and the Library’s inhabitants. They live in fear of her, and for good reason. Her primary job is to keep the study clear of mice for the Wizard, whom she respects deeply. She keeps her captured mice captive near her mysterious cat den. This reign of terror has infused the inhabitants with a deep fear of her, thus they keep well away from the floor. This is the main reason that there has been little intermingling of the societies.

As for her visual appearance, she is a pure white cat. Her face conveys intelligence and slyness. She is a force to be reckoned with, and the player can see it. She is not often fully visible, preferring instead to hide in the shadows and around corners. If the player looks carefully, they might see her bright green eyes before it is too late. She wears a distinctively colorful, magical collar gifted to her by the Wizard.

The cat fits well with Campbell’s archetype of the the “Threshold Guardian”. She guards the floor of the library, which grants access to the more dangerous and powerful books, until the player can successfully tame her. Once the player has become powerful enough to accomplish this formidable task (late in the game) the cat almost becomes a different character. The cruelty and malice she exudes towards the inhabitants of the Library, especially the mice, is quite an unfortunate misunderstanding.

She feels no remorse for them because she thinks they have no feelings, she hunts mice as we humans might hunt mosquitos. They are pests that need to be squashed. However, once the player’s avatar explains to her that this is not the case, she completely turns herself around. She releases the captive mice and becomes a friend to the inhabitants of the library. This turning point is a major point in the story of the game and provides a huge catharsis for the player.

See Appendix D for more information on the Cat’s design, and Appendix H for information on her background.

## Part III

# Character Design Questions

## A The Avatar

1. The character is very non-specific. Much of its personality will be imprinted upon it by the player.
2. For the most part, the character IS the player, with the character showing minor hints of emotion. The player will be allowed to customize the appearance of the character to a slight degree, but will be given no significant emotional choices.
3. The character will be allowed to make small superficial changes to the appearance of the character, through adding various articles of clothing, mainly hats. The character will be able to choose what hat shape he wants to add to the character. Hats will have the same color as the character, and transform with him as he inks his way through various animations.
4. The player will have very direct control over the character, but will not be allowed to participate in any story-altering decisions, aside from which aspect of the story to pursue further. (“what’s next,” instead of “yes or no.”)
5. The character will be of a very ambiguous shape, distinctly humanoid, but nondescript; it will be such that it could easily be thought of as either female or male, or entirely genderless.
6. The character will have an art-based design
7.
  - (a) The character will be a hybrid, amorphous being. Normally a humanoid, but can squiggle itself into different shapes.
  - (b) The character will certainly be less than realistic, but not 100% cartoon, either. Somewhere between comic book and cell-shaded.
  - (c) The character will not be exaggerated.
  - (d) The character will be made of ink, and it will act as though it were made of ink.
  - (e) The character appears to be made of ink, and the major gameplay elements will revolve around its ability to act as ink.
  - (f) None.
  - (g)
  - (h) Its main color will be black, but it will pick up other colors for short periods along the way, showing his impressionability and innocence.
  - (i) Again, gooey black. See previous question.
- 8.
9. The character is an unsuspecting protagonist, created for one purpose (cleaning up the rest of the spilled magical ink) and thrown into the story.

10. The character will model different emotions from time to time, displaying them through body language, as it will not speak.
11. The character will be three dimensional, capable of displaying multiple emotions to varying degrees, and several at once, though the display will be subtle without voices or facial expressions.
12. The personality will be conveyed through body language.
13. Through his amorphousness, and lack of strong displays of emotion, the player will be able to easily impress his own emotions and personality upon the character.
14. No sidekicks, but there will be other characters in the game that will impose their will on the character, assuming things about the opinions of the character.
15. The player will be intrigued by the mystery of the character, its ambiguity. The player will wonder what the character can do, the extent of its abilities. The player will want the character to display some stronger emotions, and later on, it may.
16. The character will be likeable because of his innocence, and his charm. It will be interesting to see his newborn-like reactions to everything.
17. The character will react emotionally as an ideal, good-natured human would, but otherwise, the character is extremely unrealistic.
- 18.
- 19.
- 20.
21. The character will have a large repertoire of sounds available. Lacking a voice, it will sometimes use those to convey emotion. Often, they will be liquid-like, squishy or bubbly sounds. They will enhance the sense of charm and wonder felt by the player, and the music will convey an optimistic sense.
22. No speech.

## **B The Wizard**

1. The player does not impose a personality on The Wizard, but is left to interpret who he is based on the evidence described below. He is very clearly a unique individual.
2. The Wizard is the player's creator and sometime benefactor. He has charged the player with collecting the ink splashed about his library, and at some level the whole game world is his creation, if only accidentally. He largely ignores the player but occasionally takes an interest in how the player's avatar is progressing in his ink-gathering quest and grants him new abilities to better accomplish the task. Otherwise he is mainly a hazard as he moves about the room.

3. The player has no control over The Wizard's appearance.
4. The player has no control over The Wizard.
5. The Wizard is intended to be warm and grandfatherly, characteristics to which anyone can relate. This serves to make the way that The Wizard ultimately puts the player's avatar in a jar a bit jarring, if you will.
6. The character's design is primarily art-based, as he is an important part of the mood in his study. His story role is important but its fulfillment doesn't necessitate any particular design.
7.
  1. The Wizard is a portly, aging human male, apparently Western European, with a strong jaw, gray hair, and a moustache to rival Dr. Black's. He wears a pair of heavy, thick spectacles that indicate his extreme nearsightedness.
  2. The rendering style is anatomically realistic in proportion, but stylized in color and shape.
  3. The Wizard will generally be viewed from a low angle to emphasize his height relative the other denizens of his study. This isn't really an exaggeration (his body isn't distorted in any way), but an emphasis.
  4. The Wizard depends upon several wizardly stereotypes — he is an old man, wears robes, and is generally slightly doddering and eccentric. However, he also subverts the stereotype of a wizard's hat, as described below, and eschews the traditional beard in favor of more distinctive facial hair.
  5. While there aren't any particular mechanical cues present on The Wizard, he is what he appears to be, and means the player's avatar no harm (any more than one would wish harm upon a useful pair of scissors).
  6. The Wizard wears robes — a dusty violet, gray, or blue in color — and frequently a hat. He chooses his hat from among a large and varied collection hung on the wall over his couch. He occasionally switches between hats, apparently on a whim, often humming quietly as he does so. This adds a bit of color to the character and makes his eccentricity clear.
  7. The Wizard remains nameless to the player.
  8. No, there will be no signature color.
  9. The Wizard's color palette will match that of the study, of which he is an integral part. It consists of fairly dull colors to contrast with the bright palettes found in the levels. Examples include the blue, gray, and violet of his robes, the dark red of his vest, and the green of his pants. He sees no need to attempt a harmonious mix of colors.
8.
  1. The Wizard is the creator of the player's avatar and the reason (at least initially) he sets out to gather the ink. He also grants the player new powers on occasion to help with the quest.
  2. None; The Wizard's actions are dictated by the story and only occur at major points in the story's overall linear progression.

3. The character is zero-dimensional, generally being interested in research. He may occasionally be tired and move to the couch to take a nap, though this isn't really an emotional dimension.
4. The appearance of The Wizard serves to convey his personality. See above.
9. Not applicable.
10. Not applicable.
11. The Wizard is intended primarily as scenery, as the player is unable to initiate interaction with him. As such, he is a colorful character (in several senses), with his love of hats (a love which the player gets a chance to emulate) and mismatched clothing.
12. The aforementioned humorous characteristics of The Wizard should make him likable, as should the way he occasionally grants the player a new power.
13. It is hoped that the player will find The Wizard believable because the things described above give him a personality.
14. Of the archetypes, the mentor seems to fit best, though The Wizard scarcely does any mentoring.
15. The wizard in his robes, and sketches of several hats.
16. As the wizard is zero-dimensional and has a simple character design, a model sheet does not seem necessary.
17. The Wizard primarily makes sounds when he moves, which is a significant event considering the scale of the study's other denizens. His slippers scrape across the floor as he moves and his robes trail on the floor lightly. He is also known to hum lightly when at his workbench or desk. His music is the same as that of the study — calm, classical.
18. They make him come across as well-educated, though the occasional digression reveals that he does not have the most organized mind.

## **C The Societies**

## **D The Cat**

1. The Cat is a pretty nonspecific character. Though she definitely has her own personality. As such, the player does not impose their own personality on this character at all.
2. The Cat is somewhat of an antagonist. She terrorizes the Library's inhabitants, and likewise they have a deep fear of her. Initially, our protagonist feels the same way, as the Cat patrols the floor keeping him from reaching new areas. As he progresses through the game, this attitude changes as he becomes more powerful. Near the end, the player will be able to tame the cat and she will from then on be a powerful ally, granting the player access to new areas.

3. The player will not be able to design the cat in any way. Cats don't like to be designed, they are very independent.
4. Near the end of the game, the player will be able to control the cat indirectly through the avatar. The avatar will be able to hop on the cat's back and tell her where to go. At the beginning of the game, the player has no control over the cat, in fact, the cat has control over the player because she limits their potential for exploration.
5. The cat will appeal to both sexes because it is a cat. Everyone loves cats.
6. This character's design is primarily art-based. The player can tell this cat is trouble just by looking at her
7. Questions for Art-Based characters:
  - (a) Non-humanoid. This character is a cat.
  - (b) This character will initially be portrayed as scary. Big, tough, and scary. Once she is tamed, however, the player will see her softer side.
  - (c) This character will be a very stereotypical cat. Very playful (aggressive to the inhabitants), smart, deceitful, etc.
  - (d) The player should be able to instantly identify that this cat is trouble and to avoid her. Her initial role is to prevent the player from exploring too far, so this behavior should be predictable from her appearance.
  - (e) The cat will have a fancy collar, fit with a fancy magical jewel. This is to clearly identify her as the wizard's cat, and also to show off her fanciful feline qualities.
  - (f) She is never referred to by name. The wizard only refers to her as "that cat" and the inhabitants can not bear to speak her name. This emphasizes her mysterious and dangerous qualities for the player. This also serves to make the taming of the cat a more significant accomplishment, and also offers the player a chance to name the cat himself.
  - (g) She is a white cat. This color emphasizes her sneaky, sly nature. It also contrasts well with the tone of the library.
  - (h) This character does not have a color palette other than her pure white body-color.
8. This character is not the avatar.
9. This character is not the avatar.
10. Naturally, since the cat is protecting areas the player would like to eventually access, she is the focus of much interest to the player. They must determine a way around this obstacle.
11. Once the cat has been tamed, the player will see for the first time her friendly nature. Before that, only fear.
12. She is a cat, she's believable.

13. The cat fits well with Campbell's archetype of the the "Threshold Guardian". She guards the floor of the library, which grant's access to the more dangerous and powerful books, until the player can successfully tame her.
14. Concept art of the cat's face, expressing her intelligence and craftiness, and her body, expressing her dangerousness, should be included.
15. No model sheets are needed.
16. Traditional cat hunting sounds will be her aural trademark. As the avatar is so small, these should be exaggerated to induce fear in the player.
17. This characters voice traits are not applicable because she cannot speak (she's a cat).



## Part IV

# Character Backgrounder Questions

## E The Avatar

1. The character was created by The Wizard, the last drop of ink in the upended bottle.
2. In many ways, the character is a child, having just been brought into the world and set to a task.
3. Education comes to the character in the form of on-the-job learning, and a crash course in Inking from The Wizard at the beginning of the game.
4. The character doesn't have a fixed place of residence, but can spend time in the worlds of all the creatures living in The Wizard's study, as well as in the worlds of the books.
5. The character's job is the task he was created for, and set to from the beginning of his existence; Cleaning up the rest of the spilled magical ink that has infected the books of The Wizard's study.
6. "Finances" for the character will not come in any form of currency; the character will not be able to buy or sell things, and wouldn't care to even if it was able. The avatar may be asked to do things for other characters and societies in exchange for a non-monetary reward (perhaps a permanent upgrade for its abilities, or a superficial item to adapt his looks.
7. If the character were to wear clothes, they would be reserved, but colorful. Simple, but optimistic.
8. The character would be perfectly happy with any food he was given, thankful just to have it.
9. Favorite activities would be charitable and physically straining, such as building homes with Habitat for Humanity. Obviously, the character couldn't do that in his world, but if he lived in ours, he would.
10. Hobbies, see above.
11. The character will be very curious, closely inspecting any new object. Emotions/feelings will be shown primarily through physical reactions, as the character will not speak.
12. The character will be shy.
13. The character will be generous and eager to help
14. The character is very innocent, having just been created, and hasn't suffered any significant trauma. The character will not experience any significant hardship.

15. The character will find joy in even the simplest accomplishments, and doesn't need a large amount of thanks.
16. No romance. The character is very childlike, and has no knowledge of such things.
17. The avatar would be very loyal to friends; it would eagerly embark upon any task given to him by a boss, and would be very kind to those under him.
18. No specific religious beliefs, but would argue to preserve the sanctity of life in all its forms. Would happily do its best at any task assigned, and is thankful for everything it has.
19. Possessions aren't important to the character.
20. No pets, and no talents that you wouldn't suspect a person made of ink to have.
21. The best thing that could happen to the character is making a new friend.
22. The worst thing that could happen to the character would be to lose those friends, but that won't happen in the game. The character can make the best of any situation.
23. The avatar is definitely a coffee drinker. Shy and curious, but always ready to go.

## **F The Wizard**

1. In the master bedroom of the same small country manor in which he now resides.
2. He was doted upon, being an only child.
3. He was educated at a little-known university in a far-off state. He learned Latin, Greek, and a few less Earthly languages.
4. In a country manor in a neutral, temperate country.
5. He is a researcher of magic, spells, and alchemy. Familial wealth means that this is an academic occupation, not one undertaken for wealth.
6. He is wealthy, the largest landowner in the region.
7. His taste in clothing is described above: not good.
8. Pastetli, a Swiss meat pie.
9. He is dedicated in his research. He likes nothing more than tinkering around with his glassware, combining compounds at random to see what happens. Seldom though things may happen, he is never discouraged (having been doing this for some twenty years). He also enjoys reading and frequent naps.

10. See previous question.
11. The Wizard is absent-minded, and tends to move about the room frequently as he gets up to fetch something to complete his current task, walks across the room, forgets what he is after, and returns.
12. He is friendly but reserved with other people, including the player's avatar.
13. Despite pursuing a life-long quest to synthesize gold, The Wizard is not lacking for wealth and doesn't seem terribly interested in enjoying it. He is driven by a fascination with his art.
14. See question 11.
15. None in particular.
16. None in particular.
17. Leaving home for University was traumatic, and The Wizard has responded by never going farther than the nearest town since.
18. The first time he succeeded in animating a doll — a feat never before accomplished — was his greatest triumph, and for that reason he has some small measure of fame in the rarefied world of academic magecraft.
19. He was once married, though his wife has since passed on. Their marriage resulted in three children, the eldest of whom now runs the estate.
20. None.
21. He is generally friendly to all. (Note that the player's avatar is a servant in his mind.)
22. He is politically agnostic.
23. Raised in the Calvinist tradition, he became a Deist in college after rejecting the doctrine of predestination.
24. Hats. See above.
25. A cat.
26. Magic, which is unusual in this world.
27. To discover a way to synthesize gold, thus becoming the most important wizard of the century.
28. Blindness, without which he could not experiment, read, nor fully enjoy his hats.
29. Tea, of course. There is more than one empty teacup in the study. Some are gathering dust.

## **G The Societies**

## **H The Cat**

1. The character's birthplace is unknown, but is assumed to be the Library.
2. She was raised by her mother, as an only child (kitten).
3. She learned to catch mice and the other inhabitants of the Library at an early age.
4. Her job is to keep the Library clear of pests so that the Wizard can work.
5. She hoards any kind of interesting objects she finds on her hunts, such as valuable objects that are important to the various societies in the Library.
6. She loves interesting things, especially string.
7. Her favorite food is mice, then Fancy Feast (only the best for this cat).
8. Her favorite activities are hunting mice, or plotting how to catch mice.
9. Her hobbies are catching mice and taking naps.
10. She is a mischievous cat and does not think of the inhabitants of the library have feelings. After she is tamed, however, this changes and she is realized as a kind soul.
11. She is outgoing, but doesn't have much use for it as she is the only cat in the library.
12. She is quite generous, if she thinks you're worthy of it (not mice, but the player after taming)
13. This cat is fairly devoid of quirks.
14. She is not superstitious.
15. She is extremely scared of water (especially in bathtubs).
16. Her first (and only) bath was a very traumatic experience.
17. Her biggest triumph was catching her first mouse for the wizard.
18. There was once a handsome tabby that would look through the upper window of the Library (from a neighboring roof) but neither she nor the tabby was ever able to break that barrier.
19. Her only current romance consists of occasionally locking eyes with the tabby.
20. She treats friends with loyalty, Bosses with the utmost respect, Inferiors with ignorance.
21. She believes that anything the Wizard says is completely correct.
22. Her respect for the Wizard borders on religious.

23. Her magical collar is her most prized possession. She also takes great pride in her cat-bed.
24. She has a pet dust bunny that she sleeps with every night.
25. She can walk on her front legs.
26. She could escape through the window and finally go on a date with that tabby!
27. The Wizard could reprimand her for not catching enough mice.
28. The definitely drinks tea. Coffee is for dogs.