

# 1 The Wizard

## 1.1 Executive Summary

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.

## 1.2 Detailed Description

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).

The Wizard is wealthy

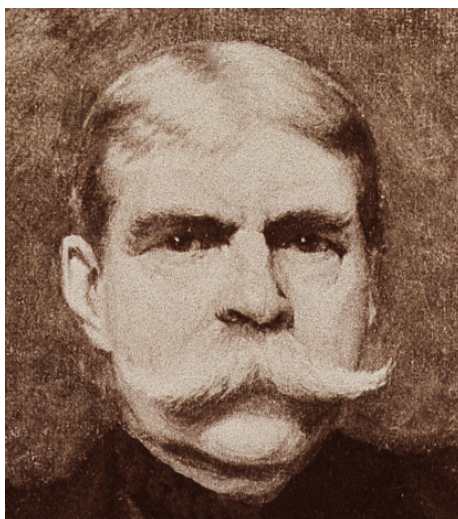


Figure 1: The Wizard, shown without his glasses.



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.

### 1.3 Design Questions

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.

#### 1.4 Backgrounder Design Questions

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 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.