

Forgotten But Not Lost

MC

- Name: Kars-051
 - Cars are mobile and so are most of the forms that they use
 - 51 is a number that looks prime, but is actually the product for 3 and 17. Just like how Kars-051 is a single being who is a product of a hive mind.
- Roles:
 - Planetary leader
 - Fabricator General formerly Cybernetica Data-smith
 - Likes Green plants (so does the rest of the planet).
 - Likes and has consumed classic Sci-fi. ex:
 - Star Wars
 - Gundam
 - Hitch hikers guide to the Galaxy
- Is of the opinion that "Invention is discovery"
- Quirks:
 - Has a towel with them
 - Has split there mind into a bunch of bodies that act as a collective conciousness while in the same time.

Villain

- Name : Grundal (work on this)
- Dementia Deamon
 - [Dementia Symptoms](#)
 - [Yellow Dementia](#)
 - [Ideas](#)
- Looks:
 - long limed dog like creature
 - skin and bone
- Speaks in whispers, kind of a hiss.
- Tries to hide in the shadows and affect the minds of people.

Plot

First Act

- Establish
 - Kars-051 is the main charecter
 - Kars-051 is investigating a mystery in a factory where people get dementia. #### Opening Scene ### Second Act
- Expand the world and give the MC some clues as too the monster.
- Show why the Mechanicus are afraid of the disease. ### Third Act
- Confront the monster and win.

Goals

- Establish Kars-051
 - Dementia is scary to The Mechanicus because It is a disease that affects knowledge, the one thing they care about. They don't care about human life, but they do care about human knowledge.
- Be a mystery
- Introduce the world