**Character 1, the first one**

Name: Rachis (A “down” is a feather. A Rachis is the spine of the feather, the backbone, fitting since he is the one that started all of this.)

The one that started it all. With an aspiration to create a place of inventing and focused work undisturbed by any one person.

Effectiveness and automation through steam-powered machinery clogs his workplace in an unrecognizable tangle of pipes, cog, valves and buttons. Pretty much the classic “steampunk” aesthetic.

This person saw walls and ceilings as unused ineffective space and so was the one to implement the gravity switching that all inhabitants have enjoyed afterwards.

Being plagued by an undiagnosed disease later in his life his will started to falter, until he was approached by a very young doctor. After some back and forth the doctor presented Rachis with a diploma as proof, which he kept. This is a fake document, but the doctor did her magic which ended up working. For the most part.

“Don’t make my mistake. Secure your barrels and boxes!”

Traits

Hopeful, excited, the project is coming to fruition! If a little arrogant and chaotic.

**Character 2, The Doctor**

Name: Langdon (After the doctor who first described Down syndrome)

His unorthodox methods were frowned upon by people, so the workshop was a blessing to him being able to operate without jurisdiction.

Langdon’s part of the workshop is the polar opposite of Rachis’. More open spaces, cupboards and shelves stocked with books and vials etc. Tables of incomplete research and experiments that can be triggered by the player to progress through the workshop.

Relation to previous

The doctor cured Rachis of an illness at a very young age, and since both were scientifically inclined Rachis decided Langdon was going to be the heir.

Traits

Calm, calculating and precise. Cleanliness. The result is what matters, the path to it and consequences afterwards are irrelevant. Not necessarily evil, just ready to sacrifice comfortability for a greater cause.

**Character 3, The Noble**

Name: TBD ( )

Money made him the heir. Built many robot housekeepers (he had to do something invention-like), used through most of his time as servants while he enjoyed recreational activities.

Lots of servants, lazy as hell, bar and casino?

His levels are basically lounging halls for him and wardrobing for the robots to look fancy as well as the actual robots who still roam the house, standing in the player’s way and all throughout interfering although they are very polite while doing so.

Relation to previous

The noble paid off the doctor to become the next heir.

Medical and chemical studies are expensive y’all. Through a deal they made, the noble sponsored the doctor and was in return promised to be the next heir.

Traits

Condescending, spoiled, confident

**Character 4, The Astronomer**

Name: Castor Williams (See: “The Old Astronomer to His Pupil”, a poem)

After the death of his twin the grandfather wandered far until he came upon the workshop. Although he did not interact at all with the Noble, he was noticed and the letter giving him the workshop was written without his knowledge.

The workshop gave him solace, an isolated spot to look to the star sky. Since he unknowingly signed up to this he was unhappy to find out the contract binding him to the place.

At this point the tower workshop had become quite the tall building so the next leg eventually became a hub for looking to the universe.

These levels have to do with star signs and cosmic prophecies? Clues and or answers are found by looking through telescopes spread about. Maybe you have to calibrate some of them first somehow.

All twelve star signs in order:

**Aries**, **Taurus**, **Gemini**, **Cancer**, **Leo**, **Virgo**, **Libra**, **Scorpio**, **Sagittarius**, **Capricorn**, **Aquarius** and **Pisces**

<https://en.wikipedia.org/wiki/Astrological_sign>

Puzzles around star signs:

Looking through the telescopes lenses shows out of focus / poorly visible star signs. Switching gravity sways the telescopes around, when a telescope is leaning the correct way the player can lock it in.

Reach the telescopes at different angles by manipulating platforms.

Relation to previous

While wandering the landscape admiring the night sky, Williams happened upon the workshop by accident. She had never seen a building so tall before and was immediately interested, what a looking tower it could become! The noble, realizing he had never “had time” to pick out anyone ended up giving it to Williams with a sigh of relief.

Traits

Cosmic, exploration, wonders of the universe, head in the clouds

**Character 5, The Grandfather**

He built a self-destruct mechanism but never got to finish it. It is probably hidden amongst other inventions to fool the system and should the player choose to, they can finish the job. Alternatively ignore it for the greater purpose of science and join in on the chain.

Relation to previous

Williams entrusted the grandfather to continue the astronomy research. The grandfather happily took accepted the offer, as it interested him greatly as well. After, what he considered to be, completing his research he found himself unable to properly leave. Every time he did, that annoyingly buzzing flying tin-can always followed him, inviting him back.

Traits

Cautious, resigned, tired, a little bit unsettling. The tiniest bit of hope.

So far unexplained, all the characters have knowledge of the fact that the house needs to have an heir of some sort.