# Hero and Sophon

## Hero

### Who is he/she?

The main character is a 4th dimensional being sent flying into the lower dimensions, starting in the second. He was a member of a team of scientists trying to repair the fabric of space time with a risky experiment that was a do or die. They seem to have succeeded but the event is what caused hero to be sent flying.

### What’s his/her motivation?

To return home. The lower dimensions are dangerous. Either wild creatures attack viciously or sentient creatures want his tech. There are no friendly forces, his current situation is to face the constant hostility in an effort to return home.

## Sophon

### What is it?

The AI helper for the main character. Physically represented by floating orbs around the character

### Whats its motivation?

To be infinitely helpful to hero.

## Abilities

The characters abilities are provided by the sophon. Each ability action will occupy a sophon orb. Each sophon orb can only perform one action at a time. So if the character has one sophon and is jumping then it cannot attack, block or perform any other action at that time. When the character gains more sophons it can perform more actions simultaneously. E.g. jump and attack, jump and defend, jump and phase etc.

Each action also has a frequency that prevents an action being called instantly in succession.

### Defence

Sophons provide defensive capabilities. For each floating orb manifested, 1 incoming projectile can be blocked.

This defensive mechanism has a frequency so once one projectile has been blocked, another cannot be blocked until the frequency time has elapsed.

As the game progresses and the character collects more sophon orbs, each orb has its own frequency independent of each other. This means if the character has 2 orbs and there are 2 incoming projectiles simultaneously the orbs can block one each whereas if the character only had one orb, it could block one projectile but would let the second through

## Properties

### Sophon

Number of orbs