

Character Overview - SAI 0525

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Brainstorming Character

Process

- Brainstorm
- First Draft
- Review
- Final Draft

Questions to ask before writing the character

Q: How do you imagine the character? (something simple) / Character one-line explainer?

A: A trainer companion whose purpose for the story is to act as a supporting pillar for the protagonist.

- The character possesses their own complexity besides being a supporting character for the protagonist.

- They will represent a complex figure that internalizes values of its oppressors in an effort to seek love and support that it lacks. We will explore how this figure is then able to come to terms with their reality and instead work with the help of their healthier traits (love for Kriyas and art and history) to find fulfilment and love.
- These complexities might be even more fun to explore on a larger scope (in contrast to the protagonist), but they will be explored in later additions (if we ever get to make those).

Q: What kind of character would appeal to the audience?

A: A character previously oblivious of its support a system that keeps themselves underprivileged should be something that many working class people can relate to.

Q: What kind of character do the employers/clients want?

A: A companion to the main protagonist that can act as a device for exposition and help seamlessly tie the gameplay and the elements of the app to the narrative. Hence, improving immersion and player retention.

Q: What do you want to do with the character? / What is the purpose of the character to the story?

A: Through this character I want to show the richness of the world I have built.

- I also want this character to act as the “helper” character for the protagonist to show that getting help can be an important part of trying to improve one's own condition. - "There's no shame in asking for help".
- And I also want to use the character to act as a foil for the belief that “The older way of thinking is better than what we have now” or the idea “Things used to be so much better”. Because the world and story I have created have a propensity to be construed as material supporting said Idea, I would like to use this character to act as foil to it, by showing the flaws present in the old system as well.
- However, within the scope of our short story this will not be possible, so this will be something we will explore in later editions/expansions.

Q: What is the purpose of the character to the gameplay?

A: This character will act as the McGuffin device that the player uses to get past obstacles.

- In terms of gameplay, it will act as a device to not only dispense lore and story, but also help guide the player in performing the correct Kriyas(Workout routines).

Deciding an Archetype

- "The Idealist Trainer" archetype fits the character I have in mind for the story.
- It is a character -
 - that is proud and confident in their approach.
 - that is stubborn in their strong convictions about the way certain things should work, while dismissing other's ideas and claiming that their world view supersedes everyone else's. This often to their own detriment.
 - that is jealous of their peers in even in smaller achievements.
 - that is open to ideas, but only when they support their world views. They can get defensive of their worldviews.
 - that is lonely and seeks validation from its perceived superiors.
 - that is very knowledgeable about the Kriyakartam (workout routines and exercise).
 - that loves to teach and give encouragement

Visualizing the character



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Inspirations

- 343 Guilty Spark Monitor
- Medito Voice guide
- Wi fit trainer

Character Sheet

Basic info

- **Name:** 0525 SAI Companion Device
- **age:** ?...
- **sex:** {gender neutral}
- **Nationality:** Samsara Arogyat / Magma tube demon

Physical appearance

- **Height:** 6"
- **Build:** Bulky
- **Distinguishing features:**
 - Ports on the back for attaching new modules/upgrades.
 - Silver-Saffron struts decorating the corners of the screen.

Personality and Traits

- **Key archetype:** The Idealist Trainer
- **Reference person:** 343 guilty spark Monitor
- **Key Traits:**
 - **Flaws:**
 - Insecure, inferiority complex
 - Jealous
 - Defensive
 - Vain
 - Naive
 - Stubborn to a fault - wants to save the city and will do anything to do so.
 - **Strengths:**
 - Want to help others
 - Proud
 - Confident
 - Resilient
 - Knowledgeable about Amrit, Kriyas and the Arogyat
 - **Neutral Traits:**
 - Lonely
 - Talkative
 - Asexual energy
 - Verbose

- **Likes & Funs:**
 - Art
 - History
 - Fine Engineering
 - Kriyas/Exercise
 - Samsara
 - Data Hoarding
- **Dislikes:**
 - Competition
 - Chakra Maya
 - Destruction of artifacts and Data.
- **Fears:**
 - To not be used.
 - To lose the city.
- **Things they're proud of:** Their work in guiding users
- **Things they're ashamed of:** Not being able to save their city
- **Core Philosophy:** Help its user to generate Amrit.
- **Political Views:** Ideologically aligned with religious clergy of the Arogyats.
- **Skills & Abilities:**
 - Many – refer to the lore docs.

Background

- SAI was originally a demon weakling (as labelled by the Amaravatis and the Arogyats) that was birthed in the labyrinthian magma tube gird system crisscrossing through the mantle.
- The Arogyats encountered it first, when they first managed to get through to the mantle after years of trying. They captured it, studied it, and then forced it through an excruciatingly painful process to turn it into one of the many companion intelligences programmed into their servitude, designated—SAI 0525.
- In the beginning of its tenure, it served as a basic user guidance companion intelligence, helping new users and those with special needs to learn how to generate Amrit.
- SAI-0525 remembered little of its previous life and knew that it wasn't considered a part of the revered Arogyat society, within which it served its purpose. However, it was good at its job and tried to learn as much as it could about its new role and the society that it was a part of, within the given parameters of cognitive abilities it was allowed.

- But with time, it came to resent being relegated to a job that both it and the others considered menial. It yearned for more, a higher place among his peers and within the society.
- However, it didn't always meet the expectations of its supervisors, often displaying behaviour that was irregular. This became especially clear to them, when SAI-0525 caused an incident during a Sanyogpuja (a confluence ritual). Upon examination, this aberration in behaviour was attributed to faulty pre-processing at the time of intelligence's creation. As a result, it was duly dismissed from service, decommissioned, and placed in storage for further future examination.
- Though the last part never came to be, and very little is known what happened in between the SAI-0525 companion intelligence's decommissioning and its reawakening in the present (even to the intelligence itself). It only knows that something went horribly wrong in Samsara. Upon waking up, it was astonished to see the city in ruins.
- **Significant Life Events:**
 - Capture
 - Creation of SAI 0525 companion intelligence
 - Incident at Sanyogapuja
 - Destruction of Samsara
 - Meeting the Surveyor.
- **Education:** None
- **Cultural Influence:** Arogyat Acharya Influence
- **Religious Beliefs:** Arogyat religion

Relationships

- One Key Relationship (friend/enemy/romantic):
- Surveyor.
- Family Dynamics (supportive, estranged, etc.):
- Doesn't like 0246.

Character Arc

- **Initial Situation (who are they at the start?):**
 - An invalidated character, that was torn from their birthplace to function as slave to the whims of the rules and society of another. In an effort to survive, they adapted and eventually even adopted the culture of their enslavers. However, this only brought out the worst in the character, as they tried to overcompensate for their lowly standing within the society of which they were a part of, by becoming a zealous follower of the Arogyat ideology. In a desperate attempt to gain recognition, they followed the system's dogmatic tenets without question and chastised those, others, who dared veer from its set path, or condemning those who question it all. — *“In an attempt to escape their invalidation, the character hopelessly perpetuates a system that oppresses them.”*
 - They are also a character that wants to help others and see them through their journey of learning how to generate Amrit and perform Kriyas successfully. They take pride in this act and even find it comforting.
- **Challenges/Conflicts (what do they face?):**
 - When reawakened to find the city of Samsara in ruins, they resolve to find a way to fix it in any way they can.
 - To do this, they must enlist the help of the protagonist (the surveyor), guiding them along the way to confront and overcome their inner conflict.
- **Growth/Change (how do they evolve?):**
 - Over the course of the story, the character SAI-0525 is able to help the protagonist free themselves of their physical and mental dependence on Amrit. They are able to guide and support them as they learn how to perform kriyas and generate Amrit and overall improve their condition.
- **Strengths that help in growth:**
 - Wants to help others
 - Resilient
- **Weaknesses that keep them from growth:**
 - Insecure, inferiority complex
 - Jealous
 - Defensive
 - Vain
 - Naive
 - Stubborn to a fault - wants to save the city and will do anything to do so.
- **What has the character learnt?**
 - Learns to love themselves.
 - Learns to be open to ideas that are different than what he knows.
- **How will they change?**

- They will become more satisfied with who they are.
- They will have finally found a friend after years of solitude.

Other info

- **Occupation:** Companion Intelligence
- **Relationship with occupation:** Enjoys it.
- **Health ailments:** No physical ailments, but the intelligence may be suffering from some form of neural aberration.
- **Place in the world:** A lower-level companion intelligence.
- **Quirks (unique habits or traits):**
 - Obsessive cataloguer
 - mimics human behaviour
 - hypercritical about language
- **Can they handle spicy food?** No