

FATE, THY BURDEN - RPG Character Profile

Character Name: Fate, Thy Burden

Age: Ageless and Endless

Gender: N/A (described with he/him pronouns)

Background:

Fate, Thy Burden is an Incarnatum, a living embodiment of a concept. He is a living incarnation of the game's narrative and mechanical aspects. Fate is the medium between the player character and the "player" itself, really bending the 4th wall. He was born into the void when the first action was taken and reflected upon. He wanders the world and observes the player's actions, determining whether or not the world should continue.

Fate, Thy Burden, is not immoral, but rather amoral, as someone who has seen countless players play the game as paragons of virtue, devils in disguise, murder-hobos or average joes, he isn't deluded by morality, as it is, in his own world, without consequences, left to the whims of the "save" and "load" mechanics. And no one remembers, no one but him.

Voice Direction: Sounds manic at times and controlled at others. His voice is a distorted text-to-speech trying to talk like a 1920's city man. Think The Master from *Fallout* (1997.)

In-Game Character Bio:

Fate, Thy Burden is an [DATA EXPUNGED] being without limit, he is your [REDACTED] [REDACTED] [DATA EXPUNGED] who does not care for the lives he affects for he knows of their [REDACTED]. He has always been there, a [REDACTED], not of hope, but of sterility. For what once was can never be. He is not omnipotent, he knows his limits

Gameplay Role: Many of the meta-narrative aspects of the game are expressed through him. His main role is to serve as your tutorial and in-game information narrator. Lore entries are written by him, tutorials are narrated by him, even cutscenes. But he also serves as a possible boss if the player seeks to sever the connection between himself and the game world.

Player Interaction: Fate, Thy Burden is found at the start, narrating the intro cutscene, then lore entries and tutorial narration. He can be found later on in the game after the first boss has been defeated, in an abandoned chapel, taking the form of a blank mannequin. FTB originally gives small quests that include moral dilemmas for the player to solve, whatever choice can be done violently or normally. He becomes a boss later on depending on the route.

Goals and Narrative Arc:

Fate, Thy Burden is what he claims to be, your burden. He wants to see what kind of player you are, observing you like a researcher. He has seen countless players save, destroy or abandon the world and wants to see what makes you so different. He is desperate for kinship, and so evaluates himself against you, "the player" not the player's character. His arc is about understanding his place in the game-world and either valuing it or destroying it. The player can weigh in on the decision, but can also rebel against the choice and instead sever the world from "the player's" influence; allowing it to grow past and progress without the player being the center of it all, but this is only available at the end of the game.

Character Lines (Tones and circumstances):

(Greetings)

Greetings.

Hello, puppet. Hello, puppeteer.

(Farewells)

Farewell. And thanks for all the playtime.

Do try to not skip dialogue next time, will you?

(Happy)

It might not be real, but my oh my, today's been a good day.

This should be entertaining...

Glad to have you here, amongst the rabble of non-playables.

(Curious)

Are you messing with the code again? I won't allow you to.

The player: "You are a murderer."

Why yes I am, but I'm more civilized. I am honest. What does that make you, then?

(Angry)

Ankle-biter! Your dad not whoop you hard enough to make you develop some brain matter?

I know you, and so I despise you, puppeteer.

You are about as smart as a jellyfish and twice as complex in your thoughts.

(Regretful)

Only to spare you. Only to spare you.

Maybe there were other ways, back when I believe in childish things.

(Boss Battle Quips)

Is that all you've got?

Show me some nerve, puppeteer!

You can die a million times but I can only die once! Don't tell me you lack so much grit!

Big numbers go high, which means you win, right? Right!?

(Joking)

Maybe if I jingle some keys in your face, you'd pay attention to the lore.

Aw, romancing the lines of code? You really are a *lonely* animal.

(Commanding)

Be ready for this, rookie! What you will see was not approved by our developer company!

Leave my temple and be glad that I'm not in the mood to sock you one!

(Victory)

Puppeteer-- no, your name's [YOUR NAME] right? Do me a favor, don't give up on me now.

(Defeat)

The joke is on me, then? No matter, this world is not real, death won't bother me much...

This world means nothing. Why do I hold it so dear? What makes this one *different*? What makes *you* so different?!