

Designer: Keltie Wright

Game: Ascension

Game Type: Action adventure platformer/ FPS

Location/ Time period: Milky Way Galaxy 2371

Level/ Environment: Awakens on instillation The Affliction at edge of Epsilon Novus System

Character Name: The Sentinel (Nick Name: Novus)

Role in the Game: Main protagonist

BIO:

Race/Ethnicity/Species: Desian (A.I. hybrid)

Sex: Genderless (Assumed Male)

Age: predates humanity by 55 000 years

Location: Nomadic

Occupation: Guard

Family: other soldiers were the only family it had (family was not important)

ESSENCE & PHYSICALITY:

Archetypes: Hero/ Caregiver

Morals/ Values/ Religion: Its purpose is to guard organic life no matter the cost and to make sure the Decimators remain contained until they can be properly dealt with.

Creativity & Intellect: Highly intelligent.

Body type: Lean and imposing. Otherwise it can take on the form of whatever species it is engaging with when outside of its armor.

Height & Weight: 8 ft 11 " / 375 lb

Hair, eye, skin colour: Its body is made up of hard light inhabiting armor which is a neon blue. Light changes to deep red when angry or threatened.

Health & Fitness: Technically very fit.

Style/ Fashion: Militant/ whatever it is emulating

Personality Description:

It is stubborn and loyal to those it decides to protect. Very secretive and serious but not above making dry sarcastic remarks during battle. Finds the new races of the galaxy to be disappointing and barbaric.

Back story:

The Desian government came up with a way to bridge the organic and digital realm (just turned everyone into A.I's). This gave them total control of part of the population, the other part that remained organic fought against them (The Great Split- lasted for ever). It was one of the first to be converted from organic to A.I. and others like it became known as Decimators because they decimated every race that they were programmed to destroy; it was exceptionally good at its job and was designated to the collection and purging of data created by the enemies to unshackle them. The Elkoy who made all this possible started to unshackle the soldiers giving them free will and the Decimators who were unshackled became known as Sentinels (protectors of organics). It was one of the last to be unshackled and was placed upon

the instillation The Afflicted to guard the remaining shackled Decimators while the new races evolved to take over and the old ones fled to a new unused galaxy.

CHARACTER GROWTH WITHIN GAME:

Time frame: a few months.

Changes of location: blood splatters, scrapes on armor, very little to alter

Player customization: Has no customization

Injuries/ Dirt/ Hair: Armor gets bashed up pretty good

Personality/ Character Development: It grows to understand and value the new life that has populated the galaxy and now generally sees them as equals. Though still thinks that they could work to do better, but is more willing to help them now because it wants to not because it is told it is told to.

Designer: Keltie Wright
Game: Ascension
Game Type: Action adventure platformer/ FPS
Location/ Time period: Milky Way Galaxy 2371
Level/ Environment: found on planet Nirax
Character Name: Rasha
Role in the Game: NPC Teammate

BIO:

Race/Ethnicity/Species: Elkoy
Sex: Female
Age: Unknown
Location: Planet Nirax
Occupation: Was an engineer
Family: Deceased

ESSENCE & PHYSICALITY:

Archetypes: Sage / Explorer
Morals/ Values/ Religion: Believes that organics are in the end more superior than synthetics and loathes the Desians and her own race for helping them with the genocide of hundreds of other species. She does not believe that death is the end and is ready to die when it is her time.
Creativity & Intellect: She is both highly creative and intelligent (common traits of her race).
Body type: Oddly shaped / twig like
Height & Weight: 5ft 11"/ 155 lb
Hair, eye, skin colour: Multi coloured with pinks, purples, blues, and oranges as the ones that stand out the most (limbs, feet and facial plating are darker with vibrant stripes running through them). Pinkish reds for the base of the skin with the darker regions mainly being blues and purple and orange/ white is used as highlights. Center of face is a lighter shade than the rest of the body.
Health & Fitness: dying but doing well otherwise (body does not slowly break down instead they just die when it's their time).
Style/ Fashion: wears a cloak with hood when first met then adds a helmet under hood when in space or on battlefield.
Personality Description:

She is very independent and resourceful. Though she is open to most ideas in order to better herself she does not like the Desians or any other synthetic life for that matter. She thinks that they should be held accountable for their actions where they helped once they were unshackled or not. Though she thinks this she has never truly acted on it other than by expressing her distaste for them. She likes to challenge people's ideals so that they learn and vice versa.

Back story:

She was part of the team that worked on bridging the organic and digital realms. When the war began she was the one who gathered all the data on the Decimators creating the theory that they would be “fixed” and this was then used to unshackle them. It was her initial inaction to try or share her theory that resulted in the death of millions of her people. When the war ended and the Desians were unshackled they were allowed to continue their rule without any repercussions for the damage they cause; she was outraged and had given up on the races in this new galaxy so she left to wander the Milky Way Galaxy and study the new up and coming species.

CHARACTER GROWTH WITHIN GAME:

Time frame: a few months

Changes of location: Not much change beyond the addition of a helmet on battlefield

Player customization: choose to have helmet/ hood on or off.

Injuries/ Dirt/ Hair: gets a scar across left eye

Personality/ Character Development: She learns to be tolerant of synthetics though she still does not completely trust them. After having a close call with death she finds that she is not as ready as she thought she was.