

Owner: Taylor Medve

- Basic Statistics

- Name: Mère de la Cupidité (French for Mother of Greed)

- Age: 357 (born 1619)

- Species: Humanoid Spirit/Goddess

- Nationality: French

- Gender: Female

- Time Period Lived In: Early 1600s- current game time (1950s)

- Socioeconomic Level as a Child: Poor

- Socioeconomic Level as an Adult: In the Lost civilization, money is non-existent since everyone is in the process of being converted into a Cupidité.

- Hometown: Paris, France

- Current Residence: Kingdom of Saguenay

- Occupation: No Occupation/ Goddess

- Income/Salary: No Income, they were jobless before turning into the Mère de la Cupidité.

- Family Information

- Mother (describe relationship): Before death, she had a caring relationship with her mother. While they were a poor family in France (and then Canada), her mother tried her best to give her daughter food, water and shelter over herself. Unfortunately, her mother passed away when she was 14 while traveling over to Canada from France.

- Father (describe relationship): Before death, she had an average relationship with his daughter, as she tended to gravitate towards her mother. Her father was a very strong Jesuit, so the family all moved to Canada to hopefully escape being so poor in France while also helping to convert Native Americans in Canada into Jesuits. That was until the plan changed when the mother died. He then became very aggressive towards his daughter, basically sending any type of anger or sadness at her. This led to years of abuse, which introduced the feeling of chaos

within her, allowing anything to possess her. Finally, after being possessed by this cannibalistic and greedy spirit, she killed her father, completely ripping any semblance of being a human away.

- Birth Order

- Siblings (describe relationships): No siblings, her mother died before they could have another child.

- Spouse (describe relationships): She had no spouse, as she was possessed and transferred into a goddess/spirit at a young age.

- Children (describe relationships): She doesn't have birthed children, but her power grants her possession and spreads the feeling of greed to humans and animals, which causes the slow transformation into a Cupidité.

- Grandparents (describe relationships): She never had a chance to meet her grandparents, as they died when she was very young.

- Grandchildren (describe relationships): Similar to children, her possession of animals and people include the possessions that spread to others. The idea is similar to a plague but through the spirit of the Cupidité.

- Significant Others (describe relationships): She had no significant others, as she moved young, and her father kept her away from everyone, leaving no physical trace of her original name. She was changed into a spirit/goddess young, so she also has no memory of anyone besides her mother and father from her previous life.

- Relationship Skills:

Including the story told of her mother and father, The Spirit of the Cupidité is what possesses this girl. Her body's age stayed at 20, as now she had abilities to keep her alive, as well as nobody in Saguenay could even attempt to hurt her. As time went on, she became the Mother of the Cupidité, realizing she could spread her greed and anguish to others. This turned both humans and animals of all kinds to slowly transforming into various types of Cupidité. Some have faster transformations and still keep their human features, while others with deeper mental issues or ones who were already heavily greedy got to deal with the slow burn of turning into a chaotic beast, similar to the popular design of the modern Cupidité. If the creature was already previously ill, that transformation enhanced that illness greatly, causing additional powers. If the body was too weak when transforming, their body became a lost spirit, waiting to fill a dead body. Over the 300 years before rediscovery, the whole Kingdom of Saguenay turned into a underground pit of empty and greed, everyone fighting to have more.

- Physical Characteristics

- Height: 6'2" (before her transformation, she was 5'5", but her power physically stretched her body to withstand a chaotic being.

- Weight: 182 lbs

- Race: White

- Eye Color: Hazel, but Red with yellow coloration when using her powers.

- Hair Color: White with slight silver tone

- Glasses or Contact Lenses?: No, her sight is perfect since she isn't human.

- Skin Color: Very pale white. Distinct color difference of cooler and warmer sections of her body/face coloration.

- Shape of Face: She has a long slender face, regular sized lips, thin brows, but no nose. And the region her eyes are will vary. Regularly, she can mask a regular set of eyes, but when using powers or at her most powerful/emotional, the mid section of her face breaks apart, only leaving a hidden cave of floating eyes. But light can not enter the cave of darkness in her face.

- Distinguishing Features: Listed in shape of face. Including a set of large antlers.

- Manner of Dress: She is constantly wearing a long flowing dress. Since she came from a poor and religious home, she felt that wearing the finest, longest, and smoothest gown was the only way she could present her power. Along with that, it shows her greed to be the most powerful and above all, which originated from the anger from her father.

- Mannerisms: When regularly existing, she is very calm and regal. But she tends to keep her distance from anyone until she learns the best way to attract them with her powers. Once she is ready, she is very assertive

- Bad Habits (smoking, drinking, etc.): While she doesn't necessarily have bad "habits", she is the villain and took over/killed an entire lost kingdom for centuries. During this time, it did also include heavy amounts of cannibalism, to feed her greedy tendencies over the years. This included the complete consumption of her father through her anger and need for complete "freedom".

- Good Habits (exercise, diet, etc.): She doesn't really have any good habits, but to keep distance before approaching anyone.

- Health: Her health became irrelevant once she was possessed. She can be killed if someone could overpower her through a chaos or a strength better than her intense feeling of greed.

- Hobbies: No hobbies, she only continues to haunt the souls and continue the process of turning everything into her Cupidité children.

- Speech Patterns: With her regal speech, she thinks fully before everything she says, so there might be a decent size pause before every response she gives. But when angry, she is erratic, and won't stop talking/screaming, this includes multiple voices of various souls pouring through her words.

- Disabilities: She does not have any disabilities.

- Style (elegant, disheveled, modest, etc.): Her regular style is very elegant. Smooth and sexual in nature, to have all eyes on her when she needs it. This helps possess the kingdom faster.

- Greatest Physical Flaw: Since her clothing isn't really protective, she could easily be attacked, if you got close to her.

- Best Physical Quality: Her face is the best physical quality, she is very entrancing and she uses her looks to her advantage.

- Emotional Characteristics:

- Strengths: Her presence causes a physical sensation/mental distortion. You can feel chaos and yourself change when in a certain radius and to some, it is nauseously overwhelming.

- Weaknesses: If you physically reach her, she is relatively easy to attack. Anything penetrating will hurt her but not kill her. She will need to be burned, but this might require beating them to a very weakened point so she doesn't heal as quickly.

- Introvert or Extrovert?: She would be Introverted, as she was isolated from a young age and was on her own for hundreds of years afterward.

- How does the character deal with anger?: While she doesn't necessarily get angry often (as she is able to possess most people relatively easily), when she is angry, she is at her most chaotic. Including her facial change mentioned earlier. Her power starts to crack and break her body apart, in a look that is similar to porcelain and ash. While this does occur, when she lessens in anger, those pieces start to form back together. She will rip and eat anything in her path.

- How does the character deal with sadness?: Before her possession, she locked herself away from everyone, this mainly developed from the loss of her mother and the instant start of the abuse from her father. Post-possession, she doesn't not feel sadness.

- How does the character deal with conflict?: She deals with conflict through a combination of her anger and sadness tactics. Before the hero character meets her, she typically overpowered anything in Saguenay so there wasn't much conflict to occur.

- How does the character deal with change?: This is similar to her anger, she is a spirit where nothing is above her (in her mind), so when there is change, she becomes quite angry, but not immediately depending on the situation.

- How does the character deal with loss?: Unfortunately, she had no opportunity to deal with the loss of her mother, so she buried any semblance of loss deep in her mind. When she dies, her mother smiling at her would be the last thought before passing.

- What does the character want out of life?: Freedom and power over all of Saguenay.

- What would the character like to change in their life?: She would love to bring her mother back to life. But since her possession, she just wanted the civilization she took over to rest until the end of time.

- What motivates this character?: As she is the Mère de la Cupidité, a symbol of greed, chaos and cannibalism, she is motivated to change anyone in the kingdom into her children. Completely erasing all humanity from this location, as they did nothing to support her.

- What frightens this character?: Dying.

- What makes this character happy?: When she completes a full transformation of someone or something into a Cupidité.

- What makes this character sad?: Anything that reminds her of her mother. (The main character of the game would look similar to her mother.)

- Is the character judgmental of others?: She is very judgemental, as she feels like the being above all and since her power is radiate, only increasing this feeling.

- Is the character typically generous or stingy?: Stingy and greedy, she only cares for herself.

- Is the character typically polite or rude?: Before possession, polite. Post possession, somewhat polite until she becomes angry. Then, she becomes extremely rude.

- Mental/Personality Characteristics

- Educational Background: No education has occurred, she travelled too much and was possessed before she could get any education.

- Intelligence Level: While she wasn't educated, she has strong survival skills, as she was abused and could sense any person's body language and the differences they hold.

- Mental Illnesses (if any): Post-possession, Narcissistic.

- Learning Experiences

- Short-term Life Goals: To completely possess all of the kingdom.

- Long-term Life Goals: After completely possessing the people, she wants to calmly roam the kingdom where there is no change and no chaos against her.

- How does the character see themselves?: They see themselves as someone who can overcome anything. They lived past the death of their mother and the abuse of their father, and after continued to take over an entire land. They can see their strength over the ones around her.

- How does the character believe they are perceived by others?: Like she is, a goddess and creator of their new selves, as a Cupidité (for most.)

- How self-confident is the character?: Since she is a higher spirit/goddess, she is quite confident in herself. Since her power also does not require direct touch most of the time also makes her more confident per possession that occurs.

- Does the character seem ruled by logic, or emotion, or some combination thereof?: She is very controlled by emotion. Her original life limited any of her feelings and since the release/killing of her father, every decision is based on feelings and emotions. But she is aware that sometimes, she needs to analyze who a person is before approaching them.

- What would this character find most embarrassing?: She wouldn't find anything embarrassing unless she got defeated and was killed.

- Behaviors and Mannerisms

- How does this character behave in a group?: As she lived most of her life not in a group ever, she is very quiet and watches the body language of others. This helps her understand how to take over them better.

- How does this character behave on their own?: They are relatively calm on their own. Since they were from a much earlier time, she is typically just studying people who haven't fully converted yet into Cupidité.

- What catchphrases does the character have?:

"But don't you want more?"

"I am the Mother of Greed, and my children are my symbol."

"You want adventure? Well I want peace. Who will get what they want?"

"We are bound by that ever lasting desire for more. What is it that you want more of?"

"The Cupidité is hidden within us all."

- Skills and Abilities

- Inherent: Since they were from a pre-Industrialization era, they have very strong listening/stealth skills. When they weren't with family, they enjoyed learning from animals outside on how they interacted, how they caught their prey and how they aged and died.

- Desires to learn: Previous to their change into a goddess, they would have liked to learn how to make travel across the world safer since that is how their mother passed.

- Spiritual Characteristics

- Does the character believe in God? Many gods? None at all?: As she was raised in a Jesuit household, she does believe in God. After her transformation, she did spread her horizons about believing in multiple gods, but also putting herself among those gods.

- What are the character's spiritual beliefs?: Previously, Jesuit. Now, many gods exist, including her as one of them.

- Is religion or spirituality a part of this character's life? If so, what role does it play?: Religion did play a part in where her family would go. After her transformation, she basically considered herself a part of the religion.

- How does the character interact with those of differing beliefs?: She followed her parents and their teachings previously. But now she “defines” her belief through her own actions and decisions.

- How the Character is Involved in the Story

- What is the character's game role (Main character? Hero? Heroine? Romantic interest? Sidekick?, etc.): She is the Villain/Final Boss of the story. She is someone you will softly meet along the way, might be through stalking, might be through small conversations, might be through the possessions for the kingdom.

- Describe the scene where the character first appears: The first appearance would be through the hero noticing someone stalking in the far distance as the hero discovers the Lost Kingdom. The first meeting would be very subtle, but this would lead to her sending some of her most terrifying Cupidité.

- Describe relationships with other in-story characters: With her Cupidité, she treats them like her children or pets. But with the main character (or the idea of meeting the rest of the world), she either sees potential in future possessions or the destruction of what she has made of “her” kingdom.

- Scenarios

- How does the character hold a baby?: She would never hold a child. She does not want to possess any child as she can see that as abusive. When she started taking over the kingdom, she made sure that either the children “escaped” or had very quick deaths.

- What does the character do when they are left in a room alone?: They are very calm and quiet. Since they aren't their full previous self, they don't have the personality that they previously had as a regular human.

- How does the character act around the opposite sex?: They don't necessarily act differently to the other sex (male), unless they show the same abusive traits of their father. Then they make sure the conversion into a full Cupidité is the most painful and most insufferable experience imaginable for mankind.

- Character Growth (How is the character different at the end of the game from when the game began?): At the end of the game, the only option for them is death. As they burn away, they wish they could have had one more day of peace with their mother. They don't necessarily believe their decisions were bad but they believe that maybe they could have had a better outcome if she didn't snap.

Additional Notes: Since she was young, she was very connected to animals, as they always stuck with her, and continue to stick with her even more after her change.