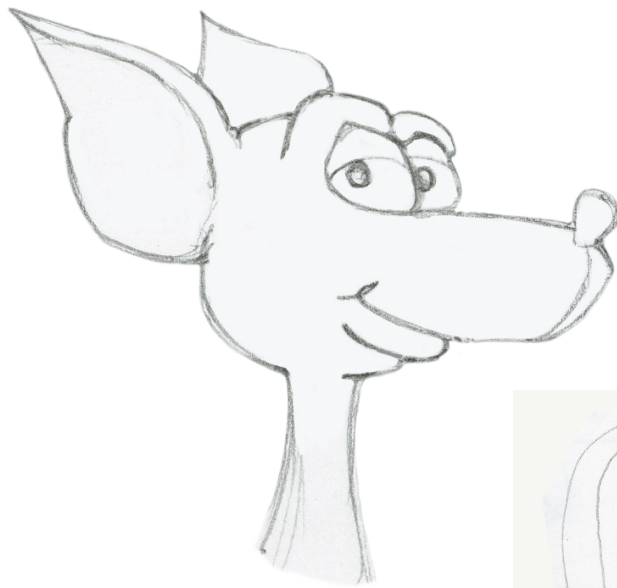


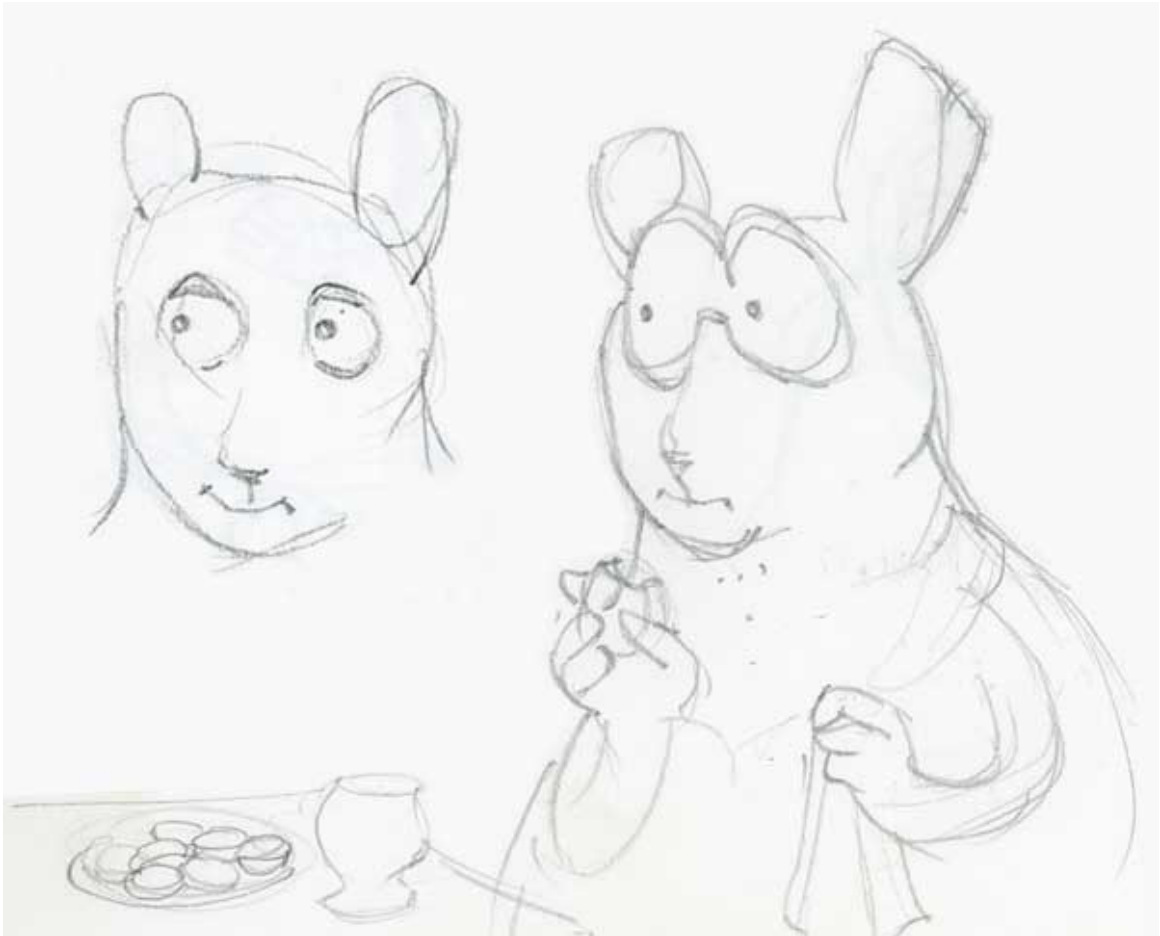
Mesotao

Character Descriptions - Preliminary

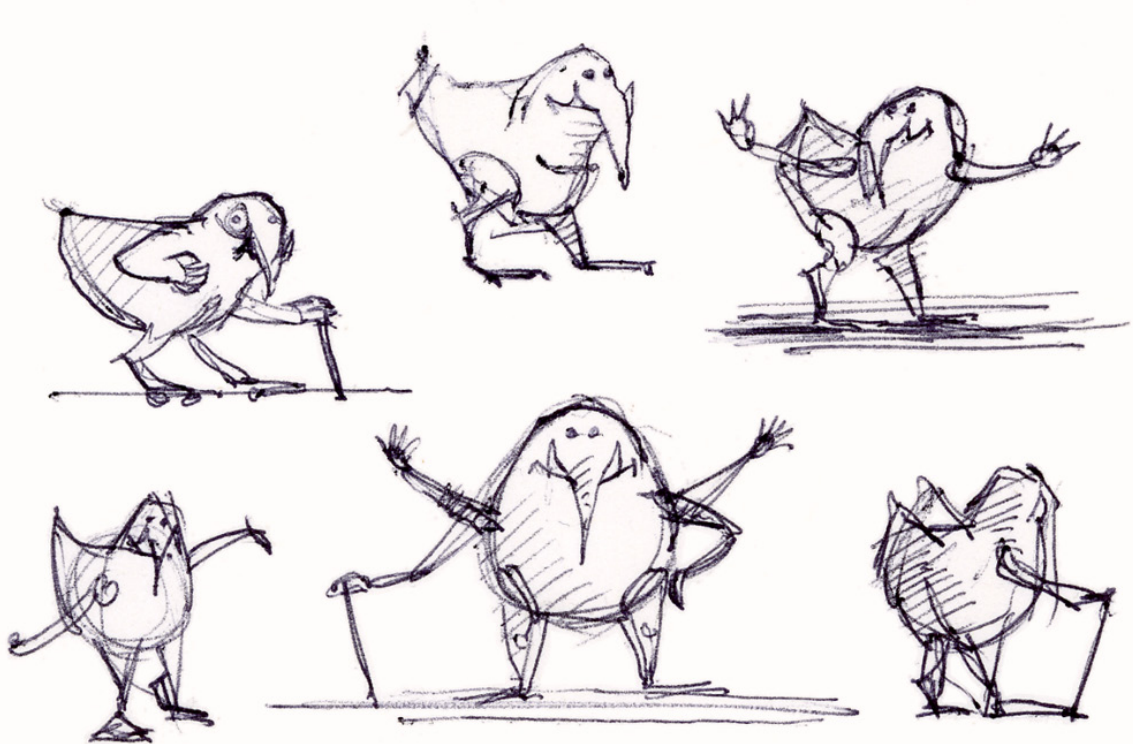
HUACA The straight man, the protagonist, our eyes, wants to live in a sane and reasonable world and finds life to be less than ideal. This conflict causes him to fight against hypocrisy, superstition and entrenched self interests. Seeking to set things right, confident in his abilities, willful, and oblivious to the scale and scope of the dangers he faces, he manages to muddle through, in part, because he is willing to seek out those he believes can be helpful in his quest, even if they are unsavory in their personal goals and methods. Huaca aware that he is handsome, loves the ladies; orbiting around his love interests like a comet... here today, gone abruptly when adventure calls and he needs 'space', returning eventually when the tug of gravity wears out his wandering. He also fancies himself as a swashbuckling type and consequently takes unnecessary physical risks.



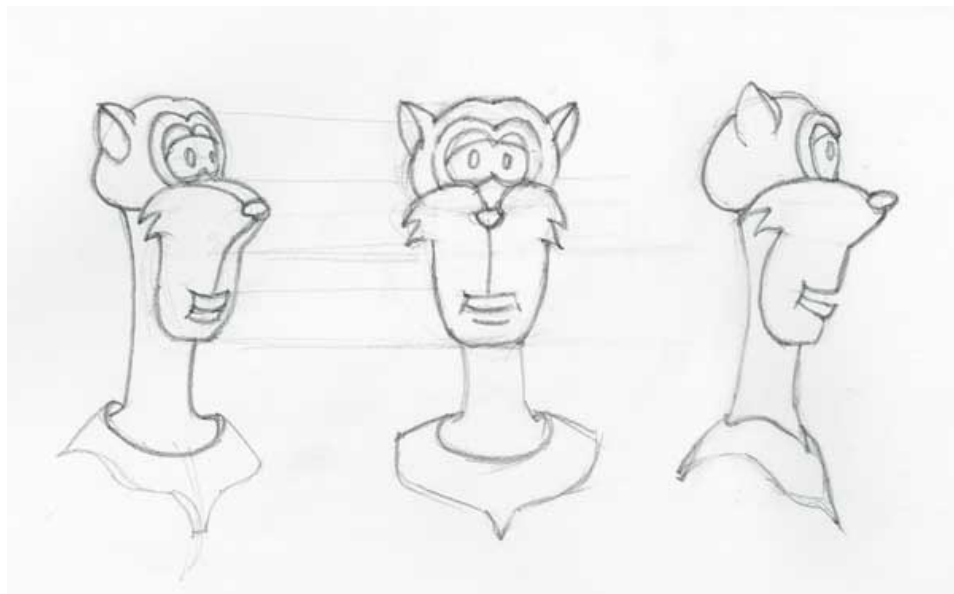
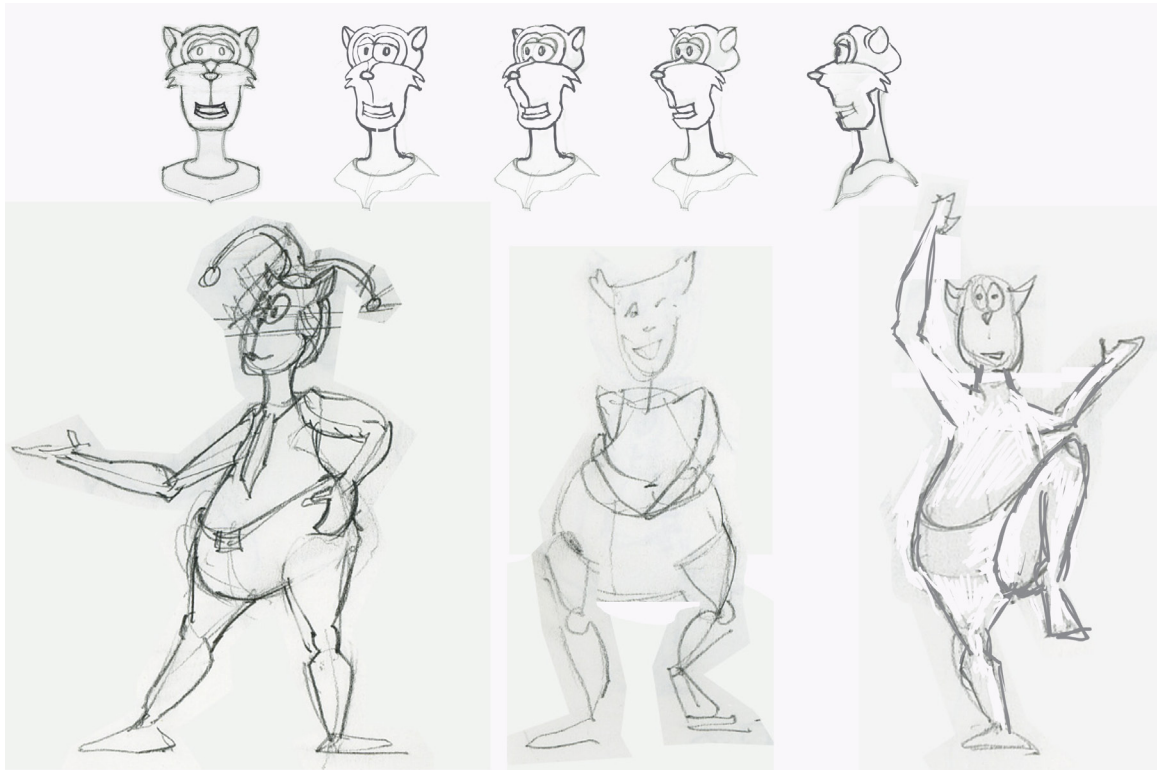
PILO is Huaca's companion and best friend. He is mostly optimistic but the fall guy; wise enough to see things coming but unable to get out of the way. He is not sure about Huaca's methods but is unfailingly supportive of his friend. This causes him to become exasperated, frustrated, and overridden. Pilo is the conscience of the show. He is somewhat bumbling, physically overweight but not fat, clumsy and awkward; and may have a facial tick. He is nervous and, although self-conscious about this, inclined to compulsive eating, especially desserts and candies and cookies.



J. R. YRALLIH NAGENNIF, our peripatetic Diogenes, is always ready to engage in obscure sophistry. While he has a bit of a chip on his shoulder and is inclined to take offense at imagined slights, this is due to some hearing loss resulting in a dyslexic quality to his misunderstandings involving homonyms and puns. He is also absent minded, stands too close, perhaps near sighted, and tends to talk in rhyme. Yrallih is devoted to his friends Huaca and Pilo.



WOOTEN ROOD is a beaten down, middle manager trying to stay alive while being as decent as possible given his duties and obligations. Since he is not always secure in his motives, desires, or objectives, he can be bullied into bad behavior and dissuaded from positive positions as readily as persuaded to serve the greater good. His loyalties lie with whoever he happens to be currently talking to and are superficial at best. He really just wants things to run efficiently without too much effort on his part. It would be wonderful if he were liked and looked up too, but that is not his fate.



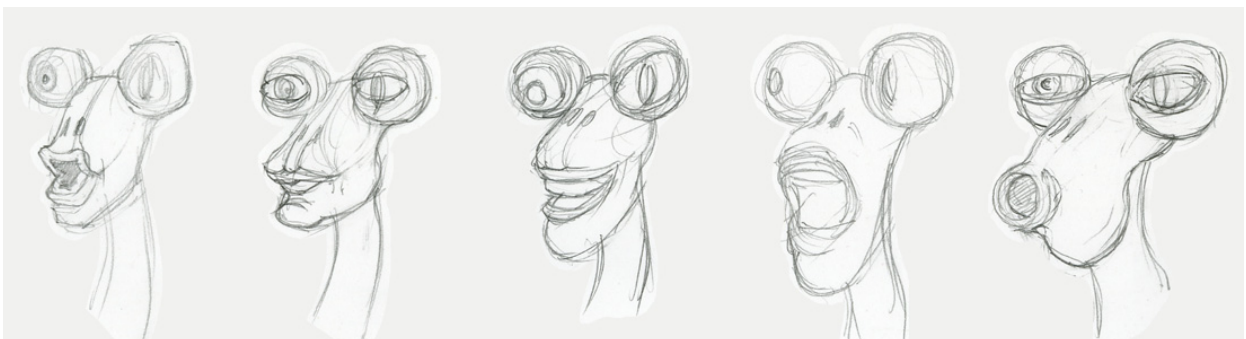
TWOCAN An important and influential member of the community; the alpha male antagonist in the palace. He is a self absorbed, social climbing member of the priestly caste. Twocan rose to power implementing the program of installing pacemakers into the sacrificial volunteers . Since then he has succumbed to the blandishments of power and is not to be crossed. He is not as he appears, he is dangerous, amoral, conniving, deceitful, two faced and ruthless.

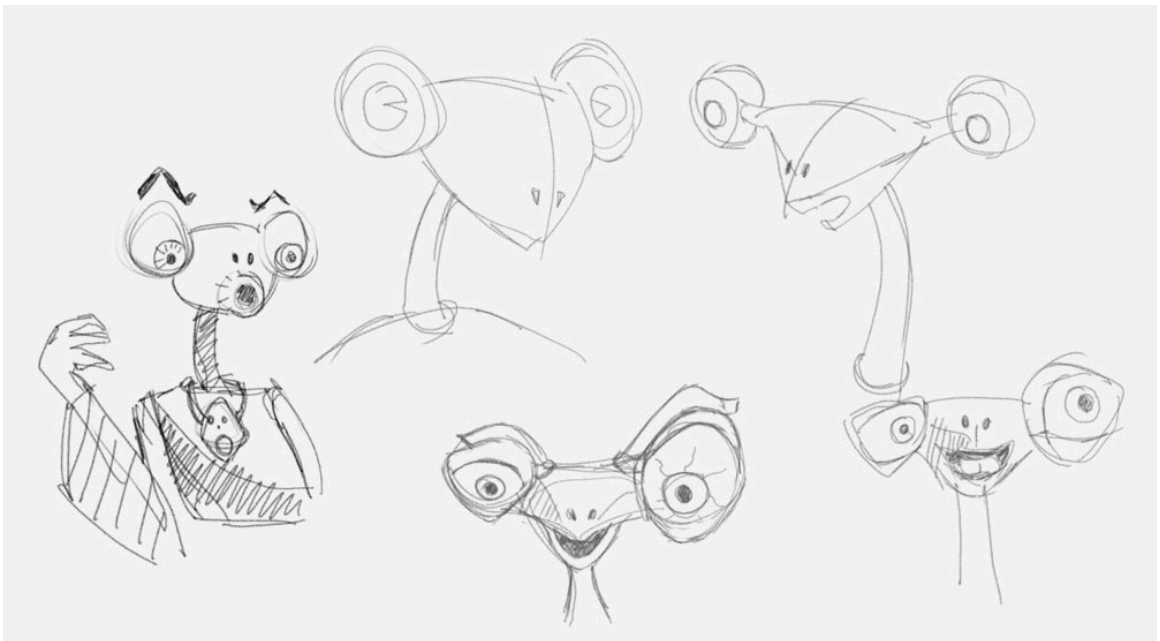
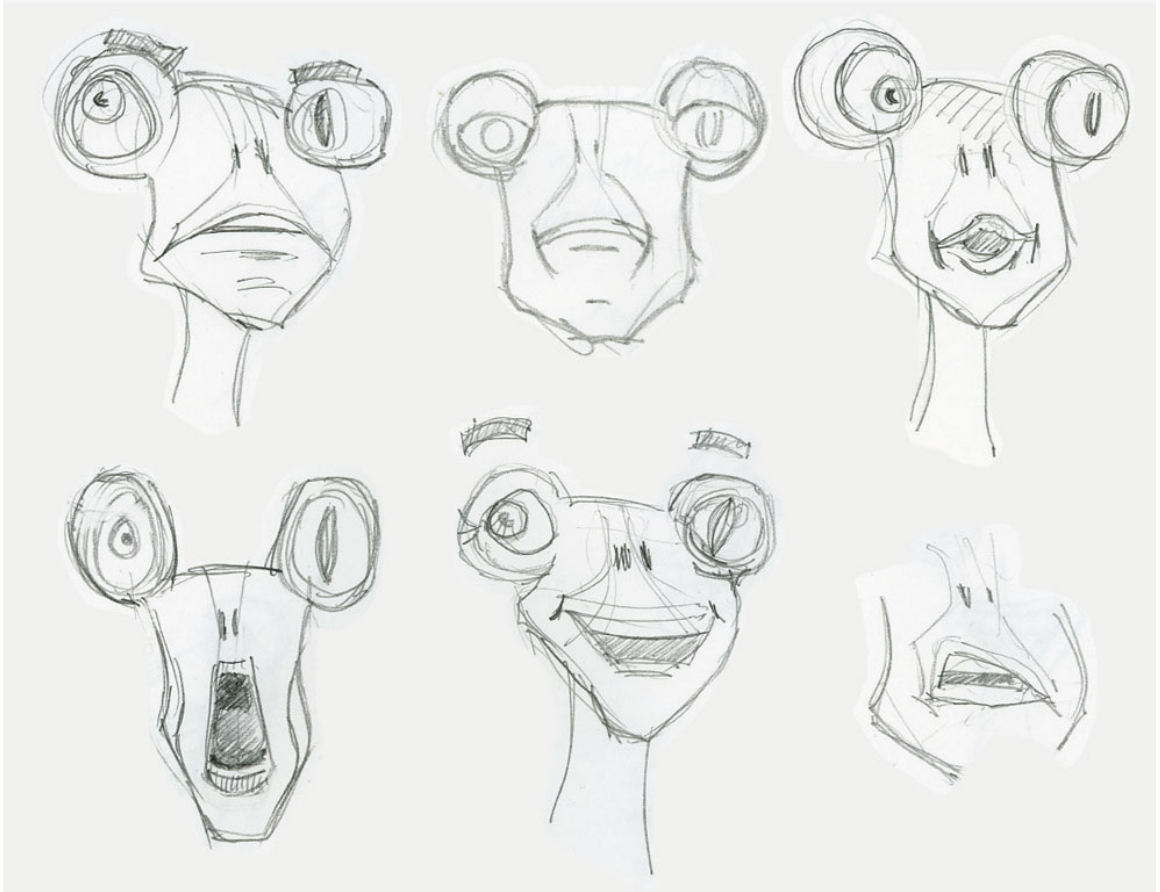


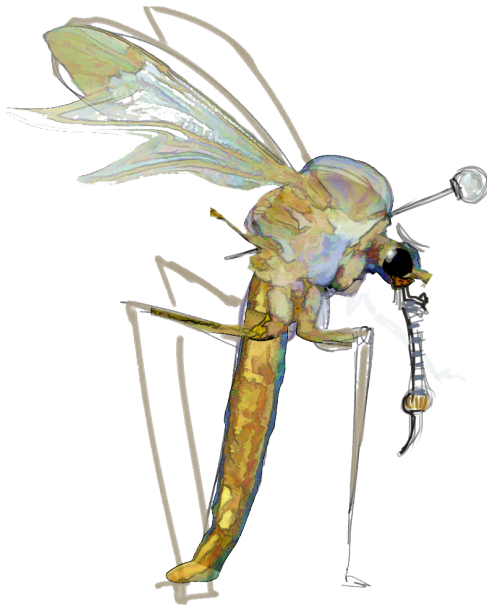
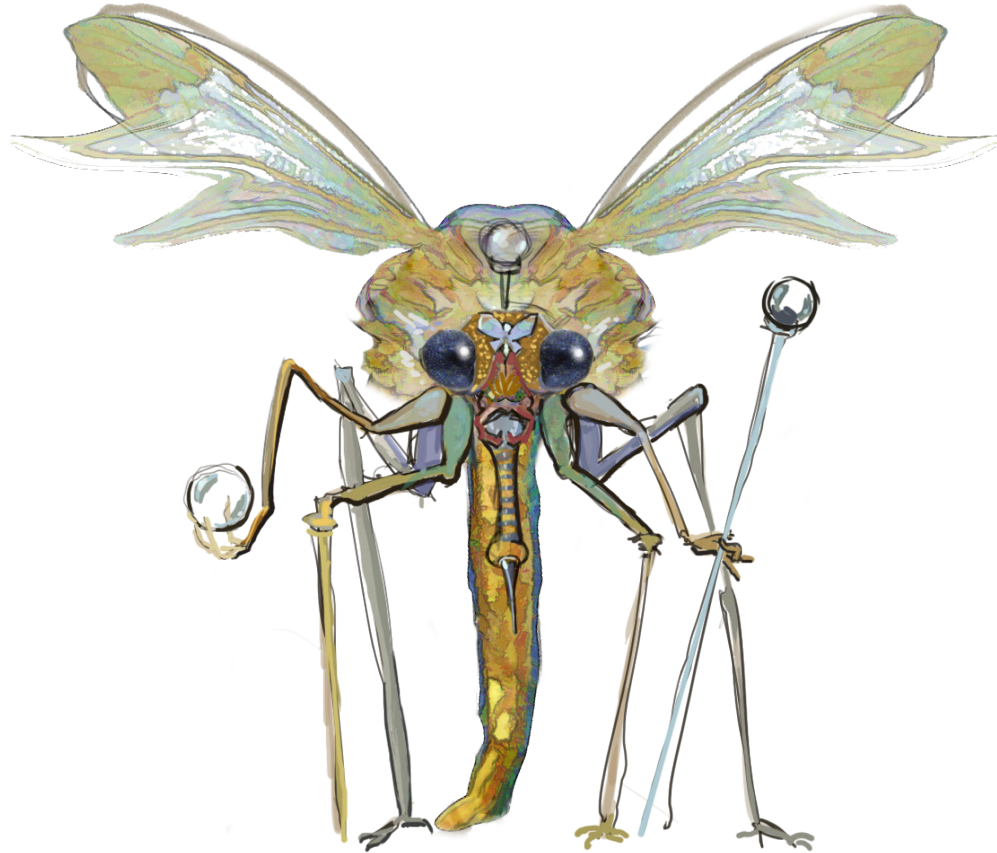
FAT 'RABID' an obsequious and somewhat sadistic minion of Twocan. He wouldn't hurt a fly but larger creatures need to be wary.

KORDOT Huaca's wizard. The good/bad Yoda in the forest. Loosely based on a saurian, mantis like creature, the once urbane Kordot is now reinventing himself. This manager, responsible for destroying the previous dominant culture, wistful about his role in that disaster, now wants to be a famous chef. He has odd appetites and will eat anything and anyone. He is a gourmand, but an awful cook. However his technological cooking is something to see. A recombinant geneticist able to create golems to shell phones in his wet-ware laboratory, we find his astounding Frankensteinian concoctions never quite work as expected.

Extremely well educated, in his prime he was a highly placed and amoral political entity, making life and death decision based on his own appetites. If it was good for Kordot, or those above him in the food chain, he was more than willing to wield his political power. Currently he is dreaming of opening a chain of restaurants called "Ets" (Eats). Pilo is mostly repelled by the things that Kordot cooks.







MS_QUITO the evilest one, Kordot's boss, a lady Macbeth type and, now on an ancient, platonic plateau, his significant other. She is completely selfish and self absorbed, a blood sucker who believes that everything that matters flows to and through her. She carries a familiar with her, manifest as a lidded eye on her staff and lips in a small globe that she baby talks to. Also afraid of spiders, Ms Quito needs them to spin out her surreal, hyper reality, web of existence; weaving connections for her and her pet that are constantly subject to tears and distortions. Her pet, pest, parasite, is always with her since that day, long ago in a remote cenote, a watery, limestone sinkhole, when she made that deal involving her first born. A malevolent creature.

MUREL, basically an ‘airhead’ and the straight (wo)man and only friend to Betye, is a nice person because she has an abiding faith in the inherent goodness of everyone. She talks to all, often in excess. Since most people respond favorably to her openness, this disarming behavior has kept her from harm on numerous occasions. If crossed and hurt however, she will then choose to no longer acknowledge the person that has hurt her; they will become invisible, no longer existing in her eyes.



BETYE, Murel’s friend, is a scribe based on an anteater caught up in trivial details. While basically a good person, Betye often criticizes Murel, but she will also support and defend Murel to the very end as they are symbiotic twins. This character is blunt and opinionated, abrasive and outspoken; with very few friends. The personal nature is suspicious, envious, conniving; always trying to figure the odds and an angle and all the time projecting this obsessive behavior out onto others.



THE KING is Huaca's second cousin twice removed. Loosely based on Jake, my long haired chihuahua. He is optimistic, mostly happy, friendly, trusting, likes others but is very self involved, surprised and a little hurt when things don't go as expected, and sometime sulks. He is used to being pampered and getting his way. He can be very willful and stubbornly stupid. It is difficult for him to take advice. As he would say, "Why would I want to do that?". The King will go into situations that a more cautious character would avoid; partly because he doesn't listen very carefully to the soundtrack in his life and partly because he can't conceive that anything bad would befall him. If pushed too far he will bite...



GENERICs:

ARMADILLOS Warriors, Soldiers, Police.

BLOATERS Surveillance for the one percent.

FROGS the indigenous old world creatures, our Indians. Wise and astute, known for pointing out the obvious to the oblivious, they made peace with reality long ago and live accordingly.

RABBITS bureaucratic class – engineers, private security, gardeners...

