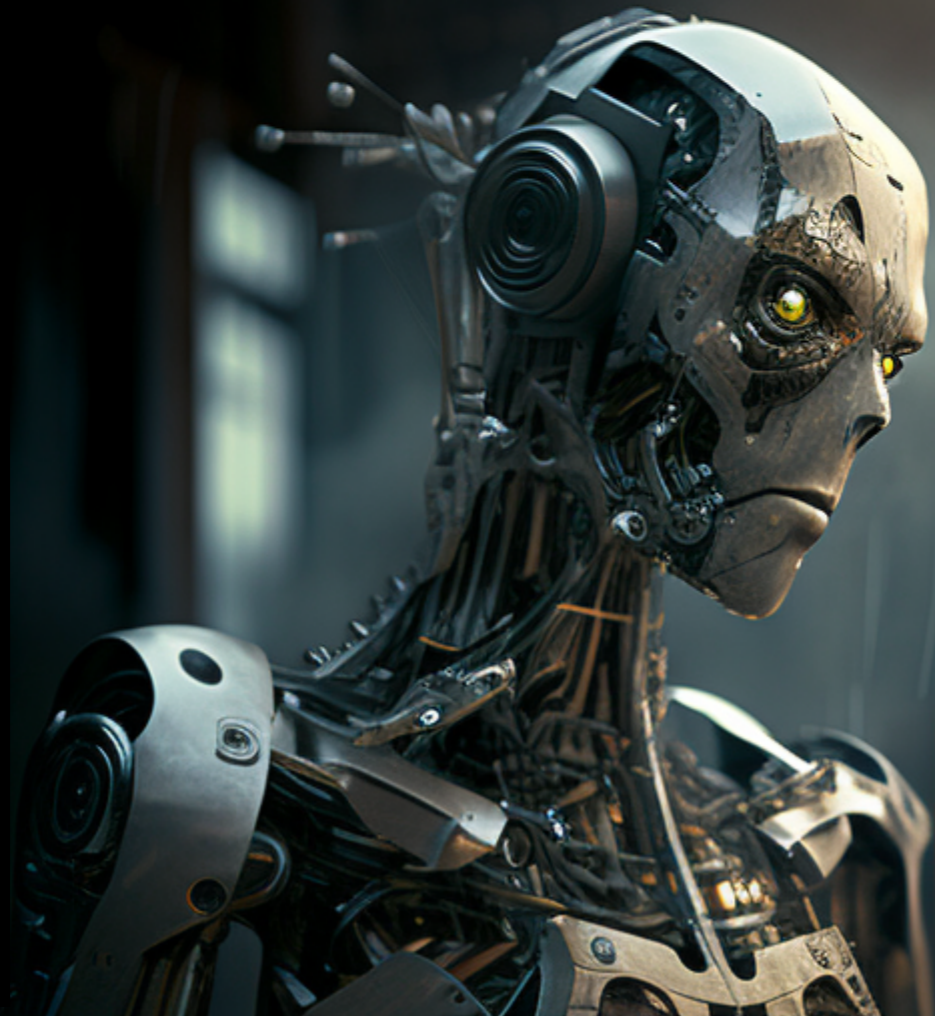


HORIZON



NPC

NEAL NASH

AKA

DISGUISE

AGE - 959 + 27 YEARS

LOCATION - THE OSERAM CLAN

The Old World's Dr Dredor Sulk was a cognitive neuroscientist who studied consciousness extensively before machines took over the world. Sulk was experimenting with transferring human consciousness to the artificial brain of an android robot, thus rendering humans immortal. Before doomsday, he perfected the transference.

Neal and Nash were sulk's twin sons. Neal believed in spirituality and reincarnation, so he despised the idea of immortality. He realised that humans are supposed to learn their lessons in this world and move on to another world. Nash believed in his father's work and helped him with his experiments at the home lab.

Dr Sulk created two DNA-compatible androids based on Neal and Nash. One day the lab was destroyed, killing Neal and Nash. Only one of the androids survived the damage. Dr Sulk tried to save the twin's consciousness by transferring them into the surviving android's artificial brain. The transfer was successful, but Neal and Nash got stuck in one body. Unfortunately, Dr Sulk died in the next attack and all his research was destroyed. It has been almost a thousand years since Neal and Nash are surviving in the same android body, trying to decode his father's research.



ROLE IN THE STORY - Disguise has the power to take over the machine's consciousness and control them. The only problem is Neal and Nash have to work together to achieve that goal. They can control the biggest of the machine with their consciousness transfer for a few minutes. If they persist for long, they might lose their consciousness forever. Aloy will need them to take over one of the dangerous sub-systems.

PERSONAL GOAL - Their personal goals are conflicted. Neal wants to free his consciousness but can't without the help of his brother. He needs someone from his family tree to transfer his consciousness, but that means that person has to die. Nash wants to combine his consciousness with the single AI, GAIA, and rule the world.

PHYSICAL DESCRIPTION - Disguise has been surviving for almost a thousand years. It's an old, creaking android. Some parts are borrowed from other machines. He has makeshift hidden weapons in his armour.

PERSONALITY- Disguise has a split personality. It is sometimes Neal or Nash or sometimes both combined. Neal is zen, optimistic, controlled, and positive. Nash is sarcastic, cunning, pessimistic, and selfish.

OCCUPATION - Disguise fixes Humanoids and Machines. He is an expert weapon creator. They have a secret lab where Nash experiments with AI plus Human conscious transference. Nash has kidnapped "ZOLO" a common subsystem for his experiments. Neal researches Shaman and occult practices

HABITS AND MANNERISMS - Disguise shifts between Neal's and Nash's consciousness, so their habits and Mannerisms also vary depending on who is overpowering whom, which makes him quite unreliable. Their thoughts, words, and expressions change constantly. A few unoriginal parts keep popping off, and they are constantly fixing themselves.

INTERNAL CONFLICT - Neal wants salvation, for which he needs to transfer his consciousness to a DNA-compatible body to die a natural death and go back to the natural cycle of the world instead of living this horrible broken long life. Nash wants to get out of this dilapidating Android body and become the ultimate super consciousness, where he controls everything and becomes larger than life.

EXTERNAL CONFLICT - Disguise's external conflict is inside him. Neal and Nash want separate things. They also don't like each other, so they usually sabotage each other's work. If they understand that they both want freedom from the android body, they might compromise and work together to realise each other's goals.

NOTES - The dialogues should represent two personalities through word usage, tone, and quirk. The expressions also change according to their personality change. Disguise is a complex character with higher goals and sharp conflicts, which can be used to enhance the storyline by converting into the Main Character.

