Mateas Kline

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Background: Noble Contact / Cult Affiliate

Backstory:

Born into the Kline family, one of the noble houses in Doskvol, Mateas Kline was destined for privilege and power. However, his insatiable curiosity and obsession with arcane sciences, especially electroplasm manipulation, set him apart from his aristocratic peers. Drawn into the clandestine circles of the [TBD], he sought forbidden knowledge to elevate his standing—and to push the boundaries of science and magic.

His obsession led him into dangerous experiments involving electroplasm, often conducted in secret laboratories beneath his family estate. One fateful night, a critical experiment went awry. An overload of arcane energy surged through his body, causing a catastrophic accident. The explosion left him gravely injured—his body ravaged by the volatile energies he sought to command.

The Injury and Its Consequences:

Physical Damage: The explosion burned and shattered his limbs—his left arm and leg were severely damaged, with some parts mangled beyond simple repair. He now bears extensive scars and must wear a spark-craft prosthetic exoskeleton on his left arm and leg, crafted by the cult's arcane engineers.

Mask & Disfigurement: The arcane blast also disfigured his face, forcing him to wear a mask at all times, both for protection and concealment of his scars. The mask is a finely crafted piece of electroplasmically infused metal, with subtle runes that help him breathe and filter toxins. Mobility & Support: Due to his injuries, Mateas walks with a cane—an ornate piece embedded with arcane runes that aid his movement and provide additional support. Despite his injuries, he remains determined to harness his knowledge and influence.

Personality & Motivation:

Mateas is driven by a mixture of guilt and ambition. His injuries have made him cautious, but also more obsessed with mastering electroplasm and arcane technology. He views his condition as a reminder of the dangers of unchecked ambition and sees himself as a tragic but resilient figure—someone who has paid a heavy price for knowledge.

He is charismatic, with a sharp mind and a commanding presence, despite his physical limitations. His noble background grants him access to high society, but his true power lies in his connections within the cult and his knowledge of forbidden sciences.



Plot 1

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Last update: 2025/05/12 18:31

