

WARNING: WIP NOT FINISHED-

MISSING;

- **LORE**
- **BIRTHDAY LETTERS**
- **GALLERY**

DEAD DOVE: DO NOT EAT

I forgot which tag is needed, and will be updated when lore is written.

"Oracle"

"Noix" or **Nteko Thopo**, also known as the **"Oracle"**, is a Contain Type Survivor and Difficulty 2.5 Survivor. He is a fanmade character for Identity V.

"Nice meet.. Name?.. uh- 'Noix'... ?"

— Nteko "Noix" Thopo's first introduction to the manor.

Appearance

Nteko is a below average height doll, with much less stuffing and a really frail physique but complimented by his inhuman speed. He had slight gold dusted emerald green button eyes stitched with light gray yarn and had really light gold hair to soften the eye contrasts.

He was decorated with a human skull and a cape which have compartments inside to hold the skull and his planchette, his item for the match.

"Oracle"



Name Nteko Thopo

Alias(es) "Noix"
'Oracle'

Serial No. ?-?-?

Gender Male ♂

Career "Oracle"

Nationality Explicitly Removed.

Character Details

Birthday June 16th

Age 22

Likes Bread, Pudding.

Dislikes Loud noises, Rice.

Gameplay Information

Faction Survivor

Role



Difficulty



Tools Planchette

Gameplay

External Traits

Below is a list of 'Oracle's intrinsic traits.

External Traits	
Trait	Description
 Clairvoyance	<i>His planchette reveals hunters' traits only once, upon using it will trigger sound/alert of respective traits in exchange of revealing the teammates and his own location for 2/5s respectively.</i> <i>Using the Planchette will make the Hunter trigger the use of Trait unwillingly if the skill is ready, if the cooldown still remains the cooldown of the said Trait will be added 30s in favor of the 'Oracle's escape.</i>
 Altruistic	<i>He will gain 35% movement speed for 10s when running to an unwounded teammate.</i>
 Reckless Reflex	<i>Because of his panic in the matches his dash speed is increased by 75% for 5 seconds after vaulting a pallet or a window regardless of staying within Hunter's Terror Radius or not.</i> <i>Cooldown: 80 Seconds (Separately)</i>
 Untimed Anxiety	<i>Upon hearing the siren of the Exit Gate is activated, it causes him to have thousands of voices in his head taunting him relentlessly.</i> <i>Movement speed decreased for 75% and the Hunter detection distance is decreased by 30% after 10s of the blare</i>

Lore

Biography

Character Introduction

He grew up with his parents, but soon noticed that something was wrong with the village. They worshiped the god of hunger and played pawns until he was chosen as the vessel to wreak more havoc. Once locked and sealed, until the village discovered it and worshiped him for a blessing in disguise. A village elder pointed him out of nowhere, and that was the first time he went into hiding. The only thing he knew was that the village was praying for something underground, and now the entire village was keeping out of sight, trying not to draw attention to themselves.

The moment he was thrown inside was where he noticed that his brainwashed father was a believer and that he had to starve him to make it easier for him to become a vessel because he refused. His mother, who defended him, is thrown in as well, but the moment she goes in, she never comes out.

He was locked up, starved, and nearly succumbed to the hand of God, and eventually a part of his essence inhabited him, but thankfully, he never fully emerged until he arrived at the manor. When he escaped his confinement by knocking on the door, his last vestige of sanity led him to the sawed-off skull of his mother that was on display and the mother's planchette that he remembered from his old memories.

After his escape, he fled to a suitable village many miles away and was sheltered by his poor grandmother. For Noix, she made him a cloak with compartments to hold his sawed-off skull and planchette. While outside, he wandered lost and alone before being taken in by a grandmother who lived down the street. Suppressing his inner hunger and desire for human flesh, he accepted her offer and began to make do with mere bread. Eventually, he asked her to make him a cloak with small pockets to hold his skull and a small planchette, thus protecting his past identity.

Eventually he came to be seen as someone who, although not very strong without the help of the planchette, could foretell what would happen to people in the not-too-distant future, predicting the weather and conditions so that he and the old woman would be safe and not be anointed or have their living quarters ravaged.

When he received the manor letter, inside was a map and a picture of the manor, with red directions and circles pointing to its location. When he saw the old lady, she reassured him to go and waved a final goodbye to him before he learned of the curse of being trapped there forever and carrying a being/former god called Thropo as a hunter.

Key detail;

- > Severe Schizophrenic (← This is test subject file but not lore sorry)
- > Cibophobia
- > Anorexia
- > Abusive/[fictional] cultish father (the cause of his Cibophobia)
- > Cult have affinity to inverted abundance and foxes (Hunter's origin)
- > Dead mother (obvious lore item)
- > Escaped his father and almost got snitched. Ended up at another bigger city than the smaller one.
- > Lived on the street with a kind grandma.
- > Guided by a kind grandma who waves at him before he leaves for the manor.

SPACE FOR LORE BUT AUTH WILL FORGET IF NOT DATAed

Cibophobia is a [fear of food](#). It is considered a [specific phobia](#), which is a type of anxiety disorder. People with this phobia are sometimes mistakenly thought to have [anorexia](#), an eating disorder.

While those with anorexia fear the effects of food on [body image](#), those with cibophobia are afraid of the food itself. However, people can experience both disorders at the same time.

At a Glance

Cibophobia causes people to experience extreme fear around foods, which can have a serious effect on a person's nutrition and health. To be diagnosed with this condition, it is important to rule out other possible causes, including anorexia and other mental health conditions. Like other phobias, food phobia can be treated with cognitive behavioral therapy or exposure therapy. Medications may also sometimes be prescribed to help people manage their feelings of anxiety.

<https://www.verywellmind.com/cibophobia-fear-of-food-symptoms-and-treatment-2671851>

Character Trailer Transcript

Character Announcement Post Transcript

Dear detectives,

The lost "Oracle" may have arrived, he who traveled far from a no man's land to the manor. What vision does he entail for the manor residents and what secret did he hold? May he bless us with the future or this manor's damnation, whichever he saw first cannot be changed.

Deduction Quests

Deduction	Quest	Conclusion
1. Known: When it all began.	- Basic Objective: Use Planchette 1 time - Advanced Objective 1: Use Planchette 1 time - Advanced Objective 2: Use Planchette 1 time	The Planchette belonged to none other than his mother, only he had the rights to hold it.
2. Memoirs: Who did you lose again?	- Basic Objective: Encounter 1 teammate(s) - Advanced Objective 1: Encounter 2 teammate(s) - Advanced Objective 2: Encounter 3 teammate(s)	The skull he wore has remnants of small teeth marks.
3. Dehumanizing: No one can reach out.	- Basic Objective: Solo decode 1 cipher machine - Advanced Objective 1: Solo decode 2 cipher machines - Advanced Objective 2: Solo decode 2 cipher machines	A photo: Distorted picture of a family. They looked so happy too.
4. Continue: Is it worth it?	- Basic Objective: Escape from the Hunter 1 time - Advanced Objective 1: Escape from the Hunter 2 times - Advanced Objective 2: Escape from the Hunter 2 times	"Run my child, My wish for you is to be happy. As long as you have found it, please come back to me. "
5. Search: They've searched for you, but no luck.	- Basic Objective: Contain a Hunter for 20 seconds - Advanced Objective 1: Contain a Hunter for 30 seconds - Advanced Objective 2: Contain a Hunter for 40 seconds	A ripped light gray cloth: His old cloth ripped and can be seen as if it was torn by branches.

6. Clueless: Did you know what you're doing?	• Basic Objective: Complete 3 perfect calibration • Advanced Objective 1: Complete 4 perfect calibrations • Advanced Objective 2: Complete 5 perfect calibrations	An entry from an old book that's covered with dust and grime: <i>He wasn't meant to leave his confinement, yet he escaped. Damned brat.</i>
7. Vision: You saw them, but you turned a blind eye.	• Basic Objective: Use Planchette when teammate is being chased once • Advanced Objective 1: Use Planchette when teammate is being chased once • Advanced Objective 2: Use Planchette when teammate is being chased once	
8. Voices: Didn't you hear them, their plea for salvation?	• Basic Objective: Successfully heal 1 teammate • Advanced Objective 1: Successfully heal 1 teammates • Advanced Objective 2: Successfully heal 1 teammates	
9. Betrayal: You traitor! You never deserve this.	• Basic Objective: Stun a Hunter with a pallet 1 time • Advanced Objective 1: Stun a Hunter with a pallet 1 times • Advanced Objective 2: Stun a Hunter with a pallet 1 times	
10. Freedom: How's your first taste of freedom?	• Basic Objective: Open the exit gate 1 time • Advanced Objective 1: Open the exit gate 1 times • Advanced Objective 2: Open the exit gate 1 times	

11. Settle: Moment of safety ruined before the suffering began again.	• Basic Objective: Escape and achieve a draw or victory • Advanced Objective 1: Escape and achieve a draw or victory • Advanced Objective 2: Escape and achieve a draw or victory	A diary entry: He got an identifiable letter, the wax above it seems intricate to be something he needed to depart too. The only person he trusts knows he won't come back. But she put on a smile and waved anyway.
Rumor		

Cosmetics

S-Tier (Gold)

Costume	Description
"The World" (Limited)	For him the ending to a cycle of life, a pause before the next big cycle begins with "The Fool".
name	text

A-Tier (Purple/Silver)

Costume	Description
Freedom (ONCE)	He was as free as a bird with no one capable of chaining his ambition away, not anymore
name	text

B-Tier (Blue)

Costume	Description
name	text

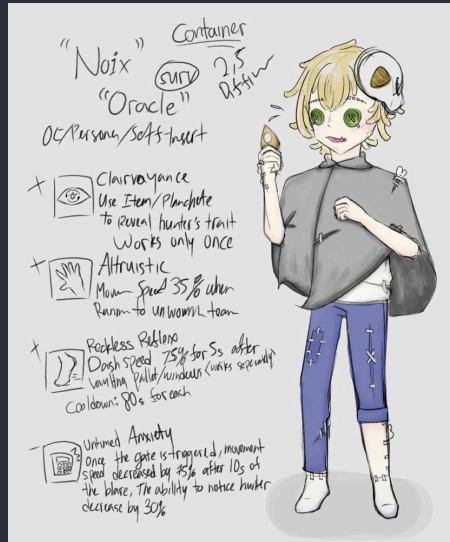
C-Tier (Green)

Costume	Description
Original	The original costume. Everything looks so natural.
Worn Clothes	All the clothes are super tattered. Was it only a game they have been through?

Trivia

- Connected to the Forest of No Return being the one who ventured in the forest before arriving at the manor.
- The hunter is **a separate entity** from him, taking the form of a **massive conjurable goop of tar** commonly seen as a **large fox** with the missing head skull with the fox jaw only.

Gallery



Change log

August 21st, 2025

- **Adjustment:** After using his planchette, the 0.5s countdown to trigger the hunter's trait will be extended to 1s and a symbol has been visible above the 'Oracle's head.

- **Buff:**
- **Adjustment:**
- **Nerf:**

Extra Information

Kaomoji

Character	Main kaomoji	Alternate(s)
Nteko Thropo	(⊗v⊗')	• (⊗v⊗')*彡 • (⊗v⊗')!~ • (,⊗v,⊗') • (⊗,v⊗')💧 • (;⊗v⊗',)* • (⊗v⊗')~ • (;⊗v⊗')! • (⊗v⊗')*彡 • (⊗^⊗')*°. • (⊗n⊗')💧 • ('⊗^⊗',)💧 • (°□°') • (((p ')zz • (((^ ')💧 • (((=,n=')💧 • (=p=')zzz.... • (; ⊗d⊗')?!!! • (.°⊗d⊗'°.)°. • (((⊗x⊗')°°° • (⊗`A'⊗')💧💧

The “Hunger” (WIP)

TBA

TBA

Appearance

TBA

The “Hunger”	
Name	Anthropophagy
Alias(es)	Thropo Tar "Black stuff"
Serial No.	?-?-?-1
Gender	???
Career	???
Nationality	???
Character Details	
Birthday	???
Age	???
Likes	???
Dislikes	???
Gameplay Information	
Faction	Hunter
Difficulty	
	
Tools	None (His own claws)

Gameplay

External Traits

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Trait	Description
TBA	TBA
TBA	TBA
TBA	TBA
TBA	TBA

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Dear detectives,

Deduction Quests

Deduction	Quest	Conclusion
1.	•	
2.	•	
3.	•	
4.	•	
5.	•	
6.	•	
7.	•	
8.	•	
9.	•	
10.	•	

11.		
Rumor		

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Trivia

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Thropo	(💀)	(💀*) (💀)💢💢 (💀)>📄