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WISTARI GRIPPE



[Art by me](#)

**** TW/CW: Descriptions and depictions of body horror, and religious horror/
hallucinations ****

// BASIC INFORMATION

= Name

Wistari Grippe. [Wis-ta-ri Gh-reep-h]

Nicknames reserved for a select few. Call him by his name.

= Age

He's 38 - they're mostly sure of that

= Species/ Race + Ethnicity

Transhuman (mutated); born of the Core

= Gender + Pronouns + Sexual Orientation

Non-binary - will respond to any pronouns, but prefers he/they

Pansexual

= Occupation/ Lifestyle/ Residence

Formerly: Caretaker of the Glitch Temple for about eight years until Expedition III

Currently: Council member/Sentinel of Slaughterhouse District;

Keeper of the Ossuary & the Catacombs. Lives a very modest lifestyle with few possessions at the Slaughterhouse District

= Associations

Repentance, rumination, rebirth, rituals, remains, rot, rust

= Tributes

Carcasses and rotting meat, bones, bowls of ash, moulding woods and rusted metals

= Other

[Spotify Playlist](#)

[Voice Claim](#) + [Vibes](#)

[Pinterest board](#)

[Glitch Sheet](#) + [Disability Form](#)

// APPEARANCE

Height + Weight

5ft 10in / 177.8cm || 70KG / 154.32lbs.

They wear thick boots that add about 3in (7.62cm) to his height. Their weight fluctuates.

Body Type

Ectomorph body type, though their body has gotten firmer since living in the City. They look even fitter in their cassock.

Eye Colour

His irises are a deep teal with splashes of mixed hues blending into the ring - they look like an ocean oil spill. On occasion, they reflect a red glare. He outlines his eyes with heavily-smudged charcoal.

Hairstyle + Hair Color

He's got the big 80s goth back-comb hairstyle that sticks up and out from his head like it's being perpetually blown by the wind. His hair is a void black, with strips of grey along the top and left side of his head.

Skin

Grippe's skin is a golden bronze colour that tans easily.

Although significantly less intense since arriving at the City and *ascending*, his skin and flesh sporadically ripple, so scars and any marks tend to move around.

Unique Markings

- 1) A number of *facial piercings* - four each on either ear, two on their eyebrows, a septum piercing, venom tongue piercing on their split tongue.
- 2) There are *marks around his lips* where his mouth was once bound shut by metal threads.
- 3) Grippe has quite a few *symbols tattooed on his hand*, and
- 4) An *eye carved on the nape* of his neck.
- 5) There is deep scarring where Wistari is *missing his left arm* from just above the elbow, down.

Other Features

In recent months, Wistari has been amassing a collection of teeth that he mixes and matches to create a specific set for his own mouth. They frequently change appearance and are decorated depending on occasion.

// BACKGROUND

= [The Core](#)

Wistari was born and raised as part of the sole-surviving colony from the planet of Xova-3, on a settlement built under the gigantic ruins of the planet's Last Hope ship. It was dubbed [The Core](#), around which towering structures in the image of old gods were built to watch over them and protect them from the toxic elements of the planet. At the centre of this settlement, concealed by The Core's umbral shadow, glowed the spacecraft engine's final nucleus - The Core Heart. The settlement's primary source of stable energy, it was worshipped as though it were a living god until generations of indoctrination and sacrifices to it made it somewhat so.

Wistari was one of hundreds of Core-borns who was raised devout, willing to give up their life to serve the Core and its Heart. However, during his quest for Ascension - eternal salvation and the ultimate goal for all - Wistari discovered the truth about the Heart and the Voices that spoke on its behalf. It was no god, but a monstrous machine that fed on the blood and bones of the Core's chosen residents to keep itself perpetually 'beating'. During his attempt to flee this horrendous sight, Wistari cut his left palm on the false god, and began to mutate. He passed out shortly after.

When he woke days later, he was chained to his bed, his mouth sewn shut. Word had spread that Wistari was a heretic, seeking the destruction of the Core and the Heart. A Mark of the Cursed had been carved on the nape of his neck, in a crude shape of an eye with a diagonal cross to replace the pupil. While imprisoned, visions came to him, and voices spoke to him of the Heart's corruption. It graced upon him dreams of a utopian world; one where he and all his Ascended kin lived as gods, free from the mental binds of that false god they worshipped. This was the salvation they had been promised, and this, only *he* would give to them.

And he believed them, breaking free from his captivity to plan and execute the cosmic explosion of the Heart, consequently wiping the Core off the face of their toxic planet. Instead of Ascension, Wistari was ejected from the Core, and the planet, thrown into another dimension entirely - the Glitch.

= [The Glitch](#)

Wistari was one of the earliest and longest-living Glitch resident. They served the Glitch as caretaker of the Temple for eight maddening years. In addition to providing spiritual guidance and support, and assistance to Glitch townsfolk and Expedition members during various terrain-shifts and storms (blizzard storm, Petunia tornado), they also led several excursions into the Glitch terrain.

One such excursion is dubbed by him as the Burning Forest Incident, when flames consumed flora and clothing indiscriminately, and ceaselessly. One of the excursion members and former Painted Dog, Iris Sorvant, was

experiencing great panic and excruciating pain; Wistari temporarily incapacitated her as Painted Dogs Captain, Lockjaw, tore her burning horn from her head. They then provided relief by absorbing the worst of her pain until she could get medical assistance. Wistari also led an expedition to rescue and retrieve missing TNC resident, Tess Aether. The expedition led the group to travel through an uncharted snowy landscape that replaced the ocean Tess was believed to have been lost at. After surviving an encounter with a giant snow worm, the group came across Tess' remains.

To celebrate and strengthen unity within the Glitch amongst its residents and visitors, Wistari organised and hosted the Eventide events ([I](#) and [II](#)) at the Temple, along with the assistance of dear companions, Béla Rust Oppenheimer and Jan Faucher - and later with Njoki Odilon of the Painted Dogs. When his trusted friend and Glitch luminary, Jan, passed away, Wistari hesitantly took up the mantle of *leader*, heading reconstruction efforts at the town after it was hit by the Petunia tornado - until he and a few others departed from the Glitch during the third Expedition to the Nameless City.

= The Nameless City

As the Annihilation was travelling through the newly reopened district, Gemsbok Glades, during Expedition III, [Wistari was snatched away](#) by an unknown force, leaving behind all belongings but the clothes on his body. They had been missing, until Ethan Kindle himself confirmed that Wistari was, in fact, found... alive. Wistari's precise whereabouts, however, remained unknown until he was announced to be the new council member for the Slaughterhouse District. He is on a quiet quest to relearn what it means to live in this body of theirs, and rediscover his purpose as the Sentinel of the Slaughterhouse District.

= Connections to Other Existing OCs

- The Glitch folks until departure of Expedition III from the Glitch;
- The Painted Dogs;
- Ethan Kindle;
- The Council
- Past Expedition members until Expedition III

= Plot Involvement

If there's something you'd like to accomplish with your OC, we need you to fill out our Plot Arc form, so we can help pair you up with other writers to get you there! Similarly, this form also has a section that lets us know if you're interested in participating in a larger, game-wide plot. Please fill it out! [Plot Arc Form](#)

- ☐ If you're not interested in participating in plots at this time, check this box, so we know you didn't miss this section.

// PERSONAL INFORMATION

= Personality

Wistari's entire life had been upturned and his beliefs turned inside out on multiple occasions. His ideas of what is true, of faith, of mortality, of purpose, have all been turned inside out since arriving at the City. In this new world, while they still reel from the trauma of rebirth and their subsequent ascension into godhood, Wistari navigates life with greater caution, which makes him come off as distrustful, closed-off, and unapproachable. Despite their cold demeanour and seemingly nihilistic perception of humanity and mortality, they still believe that there is inherent meaning to life and the existence of Man, but that man's faith may never be strong enough to understand it... until they face death and the hereafter.

Grippe has [Schizoaffective Disorder - Bipolar Type](#) - he has persistent visual and auditory hallucinations of faceless figures speaking to him of his new lord, encouraging him to seek it out once more. Under his level-headed, almost sage-like exterior, is a paranoid, anxious man who wonders daily whether it will be his last. When on his own, he is unable to sit still or fall asleep unless drained entirely of his energy. There are weeks when he is overcome by grief and sorrow, when it is difficult to see him step a foot beyond the gates of his ossuary; and there are weeks when he is practically bouncing off the walls in newfound faith and an idea that he has been chosen for something greater.

He barely ever talks about his struggles and discomfort, and keeps it to himself until he's tearing at the seams from the weight of holding it all in. He struggles believing what he perceives most days because it can be difficult sometimes to tell what is real and what is manifested by his disorder. When going through a manic episode, his behaviour can be a little abrasive and risky; he is more likely to hurt himself from doing something extreme. When going through a depressive episode, he withdraws into himself; he is more likely to throw himself into work, refuse to eat/sleep, and hide away from meeting other people. Despite his own protean personal beliefs and sense of self, Grippe takes his job very seriously. The man has a melancholic appearance and a default expression that makes him look like he's always displeased.

Fears

Wistari fears:

- 1) divine betrayal, and
- 2) losing complete control over his body and his mind

Most Treasured Possession

Prayer beads handcrafted and gifted to them by Béla Rust Oppenheimer.

<i>Likes</i>	<i>Dislikes</i>
The oud. He thinks it's the most beautiful instrument	Being touched by people who have no business touching him
The smell of moss, dried leaves, wet marsh, and burnt wood	Losing track of time; especially when he's out around the City
Well-made handkerchiefs that are soft but absorbent	The scent and taste of overtly sweet things. It is sickening
Handwritten letters, notes, and memos	Bright lights. Hurts his eyes

// SKILLS & POWERS

= Skills

1. ***Carpentry and Woodworking*** - Years spent looking after the Temple has made this man skilled with the saw and hammer. He can repair most wooden furniture, and build new ones if the materials can be provided to him.
2. ***Playing the Oud*** - He used to play the oud at the Glitch but since losing his arm, he has not made any attempt to play it.
3. ***Food-waste Processing*** - He can eat rotten foods and decaying carcasses without any real negative effects.

= Powers

- **TW/CW: Descriptions and depictions of body horror. Mention of meat, flesh, bone, gore** -

1. ***This Body Of Flesh and Bone [Mutated Physiology]*** - Grippe describes themselves as human, and although his body appears very much so, he has long-since transcended normal human physiology.
 - a. Grippe's **blood is corrosive** and can burn through fabric and metals. When injured he makes it a point to tend to his wounds on his own so that others are not burnt.
 - b. Grippe's **flesh ripples slowly under his skin**, and sometimes causes random unintended jerking movements or clumsiness. Tight wraps and clothing helps him keep himself together. The intensity of the rippling has, since joining the Council, drastically dropped to only occasional shifting of flesh.
 - c. Grippe has developed **heightened sight in darkness**, but conversely, it is now weaker in brighter locations. They will

likely wear sunglasses whenever out in daylight or at locations with plenty of light.

2. **Lean Unto Me [Pain Absorption]** - When Grippe touches another with his bare hands, he is able to **absorb their physical pain into himself**, ranging from slight stings to agonising pains. When the pain is intense, like that of a wound from a lost limb still untreated, black ooze is secreted from his eyes, ears, nose, and mouth. Although he can take away the sensation of the pain while he touches them, he cannot heal the person of their *actual* wounds.
3. **Heed [Paralysing Fear]** - Wistari speaks with authority, channelling in his words the intention for the other person to heed him. The intended target, or all within a visible or audible radius of 120ft will halt all actions to listen to him. As he relays to them the wisdom granted to him by his new god, all targets begin to feel a primordial fear of him for three turns. For two turns, they are **petrified of him and are unable to move**. They are likely to hallucinate - hearing Wistari speak in multiple voices, or seeing his face change or melt, even if it is not. By the third turn, they will be able to move, but will feel greatly disoriented and frightened.



[@WiporMont](#)

4. **Hand of the Divine [Wings of Hands]** - From Wistari's back grow wings made of connected hands. Although they cannot help him fly, they are able to grab and lift people and inanimate objects with a maximum weight of 2 tons. They are a holy extension of his own limbs and are

able to slam and crush, if needed. These are the hands of Wistari's divine justice.



[Xooang Choi](#)

5. **Agnus Dei [Abomination Transformation]** - Wistari transforms into a horrific abomination of meat and guts. His hair calcifies into upturned horns; the skin on his face stretches for extra sets of eyes. His body tears itself from the inside out, their bones and every corpuscule of flesh stretching and tearing to birth the Agnus Dei.

Wistari can fly short bursts of distances of 50ft a turn. They can absorb bone, flesh, the recently deceased, and the long dead into himself. In this form, the effects of powers 1-3 (physiology, pain absorption, and paralysing fear) are exponentially heightened, allowing him to:

- a. Use his blood to burn through dense metals and concrete, and incinerate bone and flesh,
- b. See in complete darkness, with minimal disruption from light sources,
- c. All targets within a visible or audible range of 150 ft feel a primordial fear for 5 turns. Hallucinations are vivid and real, and all targets are petrified for 3 turns. By the fourth turn, they will be able to move but will be immensely disoriented and experiencing great terror.

*To transform into the Agnus Dei is an excruciating process and Wistari will only use this as a last resort. It will be discussed extensively with co-writers and admin in advance of starting the scene.



[Mike Franchina](#)



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