Religious characters after often depicted as bigots. Will we ever see game protagonists who wear faith on their sleeve?

Posted by **moinsyyed (/profile/moinsyyed/)** (177 posts) - 9 months, 21 days ago

The character 'daredevil' in the comics is heavily influenced by his catholicism, he is an example of a conflicted but 'religious' character. Do you think we'll ever get a character like that in video-games?

#1 (/forums/games-discussion-1000000/religious-characters-after-often-depicted-as-bigot-31850991/?page=1#js-message-343096170) Posted by **moinsyyed (/profile/moinsyyed/)** (177 posts) - 9 months, 21 days ago

Castlevania lords of shadow felt close, but gabriels particualar faith was non-descript even though it was clearly based on christianity. I am talking a bit more specific (real-world). Many will say assassins creed, but that doesn't count either, the assassins were a secular order in the game universe.

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#2 (/forums/games-discussion-1000000/religious-characters-after-often-depicted-as-bigot-31850991/?page=1#js-message-343096306) Posted by **MarcRecon (/profile/MarcRecon/)** (6830 posts) - 9 months, 21 days ago

The reason that religion in general has had a bad reputation now as well as throughout history is that "SOME" of the people who represent these religions have twisted the teaching to fit their own agendas.

As long as we have people who do this, the image will not change because art imitates life.

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#3 (/forums/games-discussion-1000000/religious-characters-after-often-depicted-as-bigot-31850991/?page=1#js-message-343096322) Posted by **toast_burner (/profile/toast_burner/)** (23272 posts) - 9 months, 21 days ago

It's hard to show Christians not as bigots when so many are.

There's not really much a possitive Christian character could add to a game.

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#4 (/forums/games-discussion-1000000/religious-characters-after-often-depicted-as-bigot-31850991/?page=1#js-message-343096404) Posted by **MarcRecon (/profile/MarcRecon/)** (6830 posts) - 9 months, 21 days ago

> @toast_burner (/profile/toast_burner/) said:
>
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>
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But that's exactly what I am saying, most christians don't practice the teachings of it's founder(Christ), and that goes for the other major religions as well.

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#5 (/forums/games-discussion-1000000/religious-characters-after-often-depicted-as-bigot-31850991/?page=1#js-message-343096430) Posted by

toast_burner (/profile/toast_burner/) (23272 posts) - 9 months, 21 days ago

> @MarcRecon (/profile/MarcRecon/) said:
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Christ wasn't all the great either. The bible is full of horrible stuff. But this isn't relevant to games, so lets not discus this outside of off-topic.

It makes sense for Christians to be shown as bad guys in games as games are typically about the underdog fighting against a large tyrannical threat and throughout history Christians have been the ultimate villain.

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#6 (/forums/games-discussion-1000000/religious-characters-after-often-depicted-as-bigot-31850991/?page=1#js-message-343096445) Posted by **Byshop (/profile/Byshop/)** (14563 posts) - 9 months, 21 days ago

@moinsyyed (/profile/moinsyyed/): There are examples. El Shaddai is an entire game inteded as a bibilcal allegory. There are also numerous instances supporting characters in games who's faith is a significant part of their character. Ashley Williams in Mass Effect is pretty devout and she's present in all three games in the trilogy (assuming you don't get her killed in the first game). There Came an Echo has a devout supporting character in one of the squads. Leliana in Dragon Age: Origins, too. At least one religious supporting character is something you'll find in a lot of RPGs.

-Byshop

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#7 (/forums/games-discussion-1000000/religious-characters-after-often-depicted-as-bigot-31850991/?page=1#js-message-343096448) Posted by **Black_Knight_00 (/profile/Black_Knight_00/)** (19751 posts) - 9 months, 21 days ago

"Those who can make you believe absurdities can make you commit atrocities" (Voltaire)

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#8 (/forums/games-discussion-1000000/religious-characters-after-often-depicted-as-bigot-31850991/?page=1#js-message-343096449) Edited by **The_Stand_In (/profile/The_Stand_In/)** (530 posts) - 9 months, 21 days ago

> @toast_burner (/profile/toast_burner/) said:
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> > @MarcRecon (/profile/MarcRecon/) said:
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All religions have blood on their hands. I don't think calling Christians "the ultimate villain" is a fair statement.

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#9 (/forums/games-discussion-1000000/religious-characters-after-often-depicted-as-bigot-31850991/?page=1#js-message-343096451) Edited by **toast_burner (/profile/toast_burner/)** (23272 posts) - 9 months, 21 days ago

> @The_Stand_In (/profile/The_Stand_In/) said:
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> > @toast_burner (/profile/toast_burner/) said:
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> > > @MarcRecon (/profile/MarcRecon/) said:
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It would only be unfair if I was saying other religions are good. But when it comes to the west Christianity is obviously the religion that's caused the most harm.

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#10 (/forums/games-discussion-1000000/religious-characters-after-often-depicted-as-bigot-31850991/?page=1#js-message-343096454) Edited by **JangoWuzHere (/profile/JangoWuzHere/)** (18293 posts) - 9 months, 21 days ago

Dragon Age: Inquisition has tons of religious characters. Much of the games story and themes are centered on religion. Sure, it may be a fictional religion, but it is heavily symbolic of Christianity.

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#11 (/forums/games-discussion-1000000/religious-characters-after-often-depicted-as-bigot-31850991/?page=1#js-message-343096468) Posted by **The_Stand_In (/profile/The_Stand_In/)** (530 posts) - 9 months, 21 days ago

> @toast_burner (/profile/toast_burner/) said:
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> > @The_Stand_In (/profile/The_Stand_In/) said:
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> > > @toast_burner (/profile/toast_burner/) said:
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Ehhh, the pagan religions of old Europe were around a LOT longer than around 2015 years. Of course I can't prove which was worse, but Christianity wasn't the only religion to cause conflict in the west.

Other than that, fair point.

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#12 (/forums/games-discussion-1000000/religious-characters-after-often-depicted-as-bigot-31850991/?page=1#js-message-343096586) Posted by **LostProphetFLCL (/profile/LostProphetFLCL/)** (18111 posts) - 9 months, 21 days ago

As someone else mentioned, religion has just had so much of a negative force in the world that it really makes way more sense for religious folk to be presented as evil rather than good.

With all the issues surrounding violence spawned by Islam I don't see the trend changing anytime soon...

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#14 (/forums/games-discussion-1000000/religious-characters-after-often-depicted-as-bigot-31850991/?page=1#js-message-343096999) Edited by **BranKetra (/profile/BranKetra/)** (50894 posts) - 9 months, 21 days ago

Folks, if you would like to discuss the merits and faults of religion on GameSpot, do it at Off-Topic (http://www.gamespot.com/forums/offtopic-discussion-314159273/). This thread is not about that or it would be closed.

To address the topic, as has been said, there are multiple characters who openly talk about their religious beliefs. The topic maker mentioned Castlevania: LoS, but the original Castlevania series (before the reboot) is all about the powers of the holiness of Christianity openly and plainly for everyone to see. Dracula references Matthew 16:26 in Castlevania: Symphony of the Night.

Crash Bandicoot has Vodou. The Binding of Issac is about Abraham's son. GoW is about the Greek pantheon and Kratos proudly acts as a son of Zeus. Final Fantasy VII has the Cetra, a race who commune with their planet Gaea like pagans. There are examples to find that are not bigots even if you are looking for something else.

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#15 (/forums/games-discussion-1000000/religious-characters-after-often-depicted-as-bigot-31850991/?page=1#js-message-343097381) Edited by **moinsyyed (/profile/moinsyyed/)** (177 posts) - 9 months, 21 days ago

@BranKetra (/profile/BranKetra/): Hear Hear, I didn't start this blog so that people could debate or offend religion (I'm a muslim myself). I brought up 'daredevil' as a character (quite excited for his netflix series) because he is very much a character people can get behind in the comics, but his religion (catholicism in this instance) informs his moral code and influences his actions.

I was not trying to use characters to critique religion, I was merely wondering if we could get more videogame characters that were multi-faceted like this in the future. Faith can be a huge part of peoples lives so when developing a human (albeit it super-human) character, do people believe the characters faiths will also be taken into account when writing them as multi-dimensional.

I actually tweeted harvey smith once (dishonored, deus ex) and just mused that it would be interesting to explore a 'protagonist' that was religious, because dishonored is very much about religious bigotry. It would be the flip side of it, religion informing a 'good guys' actions. Harvey smith did believe it would be interesting.

I worded the topic carefully, I wanted to see if studios would take the risk of a main character, central protagonist having a religious code (that could parallel real world religions) and that character would actually be a good guy everyone could get behind. Indeed a commenter above said it correctly, 'art imitating' life, so then why cant we get videogame equivalents of martin luther king or mother theresa for example.

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#16 (/forums/games-discussion-1000000/religious-characters-after-often-depicted-as-bigot-31850991/?page=1#js-message-343097415) Posted by **toast_burner (/profile/toast_burner/)** (23272 posts) - 9 months, 21 days ago

@moinsyyed (/profile/moinsyyed/) said:

@BranKetra (/profile/BranKetra/): Hear Hear, I didn't start this blog so that people could debate or offend religion (I'm a muslim myself). I brought up 'daredevil' as a character (quite excited for his netflix series) because he is very much a character people can get behind in the comics, but his religion (catholicism in this instance) informs his moral code and influences his actions.

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Well like I said video game normally put you in the role of the under dog who fights against tyranny. Seeing how religion is typically the oppressive ideology it doesn't make much sense to have a game about religion where the religion isn't bad.

It's not just religion, characters don't tend to belong to political groups, government is often used as the bad guy. Bioshock is very obviously anti-objectivism but the views of the character are never mentioned once, you don't really here much about any beliefs over than the bad ones because that's what the story is about.

We won't get a Martin Luther King type character in a game because he won't make a good character for a game.

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#17 (/forums/games-discussion-1000000/religious-characters-after-often-depicted-as-bigot-31850991/?page=1#js-message-343097505) Edited by **MarcRecon (/profile/MarcRecon/)** (6830 posts) - 9 months, 20 days ago

@moinsyyed (/profile/moinsyyed/) said:

@BranKetra (/profile/BranKetra/): Hear Hear, I didn't start this blog so that people could debate or offend religion (I'm a muslim myself). I brought up 'daredevil' as a character (quite excited for his netflix series) because he is very much a character people can get behind in the comics, but his religion (catholicism in this instance) informs his moral code and influences his actions.

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Exactly!!! I understood what you where saying as well, my response was just a little broader in scope. it was other posters who singled out particular religions and turned the topic into something else.

As I said before, the problem isn't religion(because I respect them all) the problem is the people who misrepresent these religions and give them a BAD public image. And again I say, Art will imitate life(games are another form of art) but the negative seems to always get the attention.@moinsyyed (/profile/moinsyyed/)

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#18 (/forums/games-discussion-1000000/religious-characters-after-often-depicted-as-bigot-31850991/?page=1#js-message-343097537) Posted by **alim298 (/profile/alim298/)** (2586 posts) - 9 months, 20 days ago

@BranKetra (/profile/BranKetra/) said:

The topic maker mentioned Castlevania: LoS, but the original Castlevania series (before the reboot) is all about the powers of the holiness of Christianity openly and plainly for everyone to see. Dracula references Matthew 16:26 in Castlevania: Symphony of the Night.

Nice reference. One thing I want to add is that the original Castlevania pretty much had no *religious* story. (I know, you're basically the christian hero that's on a mission to destroy evil but that's not much different from the story in CoD for instance and let's remember that this game was created by a Japanese guy who had no intent of making a *religious* game.) Instead the original Castlevania had religious *things.* For instance it had holy water, Cross, enemies with reference to bible, things like that.

To answer this thread I just want to say that nobody should care about the historicity of religious games should they become a thing. In fact they don't have to be about history at all. There are countless allegorical books that are about Christianity for instance and explore Christians themes but still are independent stories when you overlook the various religious themes. Another worthy note is that what we should be looking forward to here is adaption not reiteration for reiteration can be dreary.

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#19 (/forums/games-discussion-1000000/religious-characters-after-often-depicted-as-bigot-31850991/?page=1#js-message-343097539) Posted by **moinsyyed (/profile/moinsyyed/)** (177 posts) - 9 months, 20 days ago

@MarcRecon (/profile/MarcRecon/): It would just be nice to see a religion represented by a good character. I admire games for being unbiased and secular but I see them increasingly fall into the trap of almost always painting religious doctrine as bigoted, which falls into bias. Hence, my entertaining of the idea of a altruistic martin luther king type character whose religion influenced his politics. I remember metal gear solid, sniper wolf made allegories to big boss being a 'Saladin' type figure. Games tend to only touch on these matter allegorically rather than out and out express the similarities. Maybe subtle story telling is better.

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#20 (/forums/games-discussion-1000000/religious-characters-after-often-depicted-as-bigot-31850991/?page=1#js-message-343097540) Edited by **moinsyyed (/profile/moinsyyed/)** (177 posts) - 9 months, 20 days ago

@MarcRecon (/profile/MarcRecon/): somethings up with the site today, double post :s

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#21 (/forums/games-discussion-1000000/religious-characters-after-often-depicted-as-bigot-31850991/?page=1#js-message-343097589) Posted by **SovietsUnited (/profile/SovietsUnited/)** (2404 posts) - 9 months, 20 days ago

A straightforward religious character on a journey to further understanding and enlightenment would be a great setup; something along the lines of becoming the Avatar of Eight Virtues in Ultima IV

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#22 (/forums/games-discussion-1000000/religious-characters-after-often-depicted-as-bigot-31850991/?page=1#js-message-343097636) Edited by **moinsyyed (/profile/moinsyyed/)** (177 posts) - 9 months, 20 days ago

@SovietsUnited (/profile/SovietsUnited/): Perhaps, but it might skew the audience if the game was entirely about that though. I refer back to daredevil, a conflicted character who tries to be a faithful catholic but is in conflict with his desire for justice and vengeance, over the forgiving aspects. I've personally given up on films and videogame painting muslims in a respectful light, way too much propaganda out there lol, but I don't want to get into that.

Even lords of shadow was about gabriel turning his back on the brotherhood of light, but that was in service of him becoming a villain. So I guess in a sense, it did paint a religious order as 'good' and his journey away from it as 'bad'. Quite an interesting topic.

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#23 (/forums/games-discussion-1000000/religious-characters-after-often-depicted-as-bigot-31850991/?page=1#js-message-343097671) Posted by **Too_Handsome (/profile/too_handsome/)** (25 posts) - 9 months, 20 days ago

Arabeth of Neverwinter. She's a paladin devoted to her faith. Though she wasn't the playable character, she's the main supporting character for the game.

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#24 (/forums/games-discussion-1000000/religious-characters-after-often-depicted-as-bigot-31850991/?page=1#js-message-343097723) Posted by **MarcRecon (/profile/MarcRecon/)** (6830 posts) - 9 months, 20 days ago

> @moinsyyed (/profile/moinsyyed/) said:

> **@MarcRecon (/profile/MarcRecon/):** It would just be nice to see a religion represented by a good character. I admire games for being unbiased and secular but I see them increasingly fall into the trap of almost always painting religious doctrine as bigoted, which falls into bias. Hence, my entertaining of the idea of a altruistic martin luther king type character whose religion influenced his politics. I remember metal gear solid, sniper wolf made allegories to big boss being a 'Saladin' type figure. Games tend to only touch on these matter allegorically rather than out and out express the similarities. Maybe subtle story telling is better.

I would to bro, but it's all about political correctness nowadays! Cause as you can see what almost happened in this thread, religion stirs up alot of emotions....even though I know that wasn't your intentions.

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#25 (/forums/games-discussion-1000000/religious-characters-after-often-depicted-as-bigot-31850991/?page=1#js-message-343098104) Edited by **BranKetra (/profile/BranKetra/)** (50894 posts) - 9 months, 20 days ago

> @alim298 (/profile/alim298/) said:
>
> > @BranKetra (/profile/BranKetra/) said:
> >
> > The topic maker mentioned Castlevania: LoS, but the original Castlevania series (before the reboot) is all about the powers of the holiness of Christianity openly and plainly for everyone to see. Dracula references Matthew 16:26 in Castlevania: Symphony of the Night.
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Yes, it is an interesting moment in that game.

The story of Castlevania certainly is not a canonical one, but its themes are.

To name a few Christian themes in Castlevania:

- Good triumphing over evil
- A specific group of people chosen for a task against a great evil.
- Divine power being greater than corruption
- The susceptibility of man to evil
- The cleverness of evil beings

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#27 (/forums/games-discussion-1000000/religious-characters-after-often-depicted-as-bigot-31850991/?page=1#js-message-343098831) Posted by **PurpleMan5000 (/profile/PurpleMan5000/)** (8445 posts) - 9 months, 20 days ago

Bayonetta is heavily influenced by her religion.

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#28 (/forums/games-discussion-1000000/religious-characters-after-often-depicted-as-bigot-31850991/?page=1#js-message-343100184) Posted by **spike6958 (/profile/spike6958/)** (5266 posts) - 9 months, 20 days ago

I honestly think video games should keep away from actual religions, Assassin's Creed is as close to it as it should be able to go. It's one thing when you create your own for your story, but when you start bringing in ones that actually exist and are the basis for many peoples lives it's going to cause problems. For starters, if you create a character who's extremely religious, what's going to happen with them? Either they'll be forced to do something that is completely against there religious beliefs, in which case you'd have complaints that you are misrepresenting said religion, or you are going to have them going up against other religions, which trying to do carefully would be like traveling a mine field on a space hopper.

Let's create an example, so we have a Christian lead character, and he is fighting against Muslims. Now what route could they possibly take, where one or both groups won't take offence? The best I could think of is to make the Christian character like Batman, where he only knocks out his enemies, but doing that makes Muslims look even worse because they are trying to kill the Christian, because you couldn't really have both groups just trying to knock each

other out and have it make sense. Now you could argue that CoD has been doing this with the Modern Warfare trilogy, but really they are the West vs the East with surprising little to no mention of religion, because they are scared of the backlash, so instead it's just one army fighting another.

The other problem is that, really to sell a video game in high numbers, you need your main protagonist to be as open as possible. All variety of players need to feel comfortable playing as them, and if you're shoving a specific religion down a persons throat, people who aren't of that religion will be put off by the game.

I wouldn't be surprised if however we do see a game try something like this, but it certainly won't be from a AAA publisher, it's most likely be a indie game or kickstater.

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#29 (/forums/games-discussion-1000000/religious-characters-after-often-depicted-as-bigot-31850991/?page=1#js-message-343100285) Posted by **moinsyyed (/profile/moinsyyed/)** (177 posts) - 9 months, 19 days ago

@spike6958 (/profile/spike6958/): I think gaming as an art form, or canvas should at least explore the idea and give it its due. Fine art has explored the facets of religion both good and bad

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#30 (/forums/games-discussion-1000000/religious-characters-after-often-depicted-as-bigot-31850991/?page=1#js-message-343102463) Posted by **MrGeezer (/profile/MrGeezer/)** (57524 posts) - 9 months, 19 days ago

I think a potential obstavcle is the fact that so many video games revolve around killing. I mean, it seems to me that aside from srtuff like sports games, most of the popular video games revolve around killing something in some way. So, and this is just me, I'd personally want to downplay the protagonist's religion isf I were making a game. Whty? Because if I make his religion (or lack of a religion) a central point to his character, my concern would be that it'd be reallty easy to accidentally make it seem like he is killing in the name of religion. That could potentially be problematic, and I'd try to avoid that unless I was specifically trying to make a point. No problem mentioning a character's religion (or lack thereof). But a hell of a lot of video games arew intrinsically violent. Once the character's religion becomes subsrtantial enough, then it MUST be viewed within the context of the numerous foes that the player is slaying. And that could get ugly really fast. I'm not surprised that most games take a more pragmatic approach. Sonic's religion is irrelevant, he kills his enemies because if he doesn't they'll kill him first. Since most video games aren't trying to say much of anything, that's usually sufficient. The protagfonist's religion is a can of worms that usually doesn't have to be opened.

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#31 (/forums/games-discussion-1000000/religious-characters-after-often-depicted-as-bigot-31850991/?page=1#js-message-343102496) Posted by **MrGeezer (/profile/MrGeezer/)** (57524 posts) - 9 months, 19 days ago

> @MarcRecon (/profile/MarcRecon/) said:
>
> The reason that religion in general has had a bad reputation now as well as throughout history is that "SOME" of the people who represent these religions have twisted the teaching to fit their own agendas.
>
> As long as we have people who do this, the image will not change because art imitates life.

Firstly, most people follow some religion even if only casually. Secondly, even if most game developers happened to be non-religious, they're still trying to sell games to an audience that is mostly religious. Doesn't make a lot of sense to deliberately piss off the religious user base just to exercise free expression. Let's be clear, most games aren't high art. They're designed to sell copies. Thirdly, most games don't address religion AT ALL. It's not as if the majority of games basjh religious people while only a few present religion in anything other than a negative light. Most games simply don't say shit about religion, because why would they?

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#32 (/forums/games-discussion-1000000/religious-characters-after-often-depicted-as-bigot-31850991/?page=1#js-message-343102693) Edited by **moinsyyed (/profile/moinsyyed/)** (177 posts) - 9 months, 18 days ago

@MrGeezer (/profile/MrGeezer/): a lot of them do allegorically. I brought up dishonored before, it does paint religion in a bad light. It is a bafta game of the year winner and universally praised by critics. I love the game but I did notice a anti-religion slant. Which is why I posed the question to harvey smith.

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#33 (/forums/games-discussion-1000000/religious-characters-after-often-depicted-as-bigot-31850991/?page=1#js-message-343104567) Edited by **MrGeezer (/profile/MrGeezer/)** (57524 posts) - 9 months, 18 days ago

@moinsyyed (/profile/moinsyyed/) said:

@MrGeezer (/profile/MrGeezer/): a lot of them do allegorically. I brought up dishonored before, it does paint religion in a bad light. It is a bafta game of the year winner and universally praised by critics. I love the game but I did notice a anti-religion slant. Which is why I posed the question to harvey smith.

Define "a lot". I'm not denying that the games that you're talking about exist, but in my personal anecdotal experience they seem to be the minority of games. Most games I've played either haven't referenced relifgion at all, or have done so only in a very insubstantial way. Hell, maybe I've just been playing the wrong games, but I still seem to be under the impression that the overwhelmingly majority of them aren't trying to address religion at all (or at least inot in any meaningful way).

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#34 (/forums/games-discussion-1000000/religious-characters-after-often-depicted-as-bigot-31850991/?page=1#js-message-343104872) Edited by **moinsyyed (/profile/moinsyyed/)** (177 posts) - 9 months, 18 days ago

@MrGeezer (/profile/MrGeezer/): a lot of 'notable' games perhaps is more accurate, one that many have played. Games that deals with older time period, or use those time periods to create steampunk settings to tell allegorical tales.

Final Fantasy X, Grandia, Assassins Creed, Dishonored, Tales Of Series, Bioshock: Infinite (though that is an exception for me because Ken Levine never intended to be biased, he planned a sort of tales from Iwojima/flags of our fathers approach to that between bioshock one and infinite). These are games, to mention a few off the top of my head, that notoriously seem to attack 'religion' or at least lay responsibility at 'religions' doors for the ills ongoing in those worlds.

It's fine to have a secular message but that message does not remain secular if you bring one-side criticism of religion into it. If this is to continue then i'm perfectly happy with it but then it would also be nice to have a videogame equivalent of a 'daredevil' type character, one you can get behind, but wears their faith on their sleeve. I'm muslim, 'daredevil' is a catholic, but I get behind him because I can related to his turmoil between being forgiving and merciful as a religious person and seeking retribution and vengeance as human being with red blood pumping. He is a conflicted multi-faceted character. As a person of faith I can relate, it would be nice to see more characters like this that are sympathetic. It has little to do with the fact he is blind.

I often start a game, and when they have some sort of religious faction I facepalm when predictably they're painted as bigots through dialog, or painted as deluded brainwashed zombies. This isnt the case for worldwide religions. We all concede that a majority of people of faith are 'moderates' so why not a majority of those in games that are 'moderates'? Often fascism is conflated with said 'religious factions' within games too.

When i say religion I am not referring to any particular religion, or say it is a particular religion getting attacked. I just mean a community of people/followers who believe in a deity, prophecy and revelation and follows some sort of defined moral code.

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#35 (/forums/games-discussion-1000000/religious-characters-after-often-depicted-as-bigot-31850991/?page=1#js-message-343104969) Posted by **Coco_pierrot (/profile/Coco_pierrot/)** (1068 posts) - 9 months, 17 days ago

Well, religion is also protrayed in Persona 4 (where it is a normal everyday life representation), Final Fantasy Tactics, Bayonetta, Fallout 3 just to name a few also portray religions and in FF tactics it is corrupted to the core, in Bayonetta it is somewhat wierd but a lot of Christian symbolism and in Fallout 3 some people worship a Nuclear Bomb ... But I think most games from Japan that portray religion often put Christianity as a rotten to the core of bad people and I can't say I understand them but I start to grasp their relation with that religion as they have a different religion and Christian came with European who tried way to much to convert them and I think many saw how rotten it is, how it is all about power and nothing else just like in Norway some accepted it and many still reject that religion, which led to Black Metal and all the Church burning.

Anyway religions is one of the most absurd cancer of this world

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#36 (/forums/games-discussion-1000000/religious-characters-after-often-depicted-as-bigot-31850991/?page=1#js-message-343104982) Posted by **moinsyyed (/profile/moinsyyed/)** (177 posts) - 9 months, 17 days ago

@Coco_pierrot (/profile/Coco_pierrot/): Totally understand your point, i'd like to think of gaming as a global community. It would be refreshing and surprising in that case if a japanese game were to come out that did not paint religion in such a negative light. Can I just add, not trying to be a dick but were not here to criticise real world religions. So a little less of that last bit. When I say religion I am not referring to any particular religion, or say it is a particular religion getting attacked. I just mean a general community of people/followers who believe in a deity, prophecy and revelation and follows some sort of defined moral code within video-games.

The funny thing is the only japanese product that i have consumed that treats religion fairly is the anime 'full metal alchemist brotherhood', yes scar was a terrorists who murdered people, yes Ishbal and Ishbalah were allegorical to Islam and the middle east, yes amestris was shown to be sort of like a combination of america bordering on a nazi fascist dictatorship but it portrayed neither side as good or bad, it was fair and glorified neither. That is the sort of approach i would like to see taken with video-games.

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#37 (/forums/games-discussion-1000000/religious-characters-after-often-depicted-as-bigot-31850991/?page=1#js-message-343104998) Posted by **Coco_pierrot (/profile/Coco_pierrot/)** (1068 posts) - 9 months, 17 days ago

@moinsyyed (/profile/moinsyyed/):

It will be hard to do as in game you need a motivation to brutally murder everything in your path and since all religion have blood on their hands, it is easy to make them the bad guys or some of the bad guys. It is a real world experience, you can relate to it easily. We also need to understand that Japanease have a very different culture than here in America and so their relation with religions is very different, I'm pretty sure the message is very good and accepted but saddly what they preach isn't what they do so it is hard to take them seriously.

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#38 (/forums/games-discussion-1000000/religious-characters-after-often-depicted-as-bigot-31850991/?page=1#js-message-343105038) Edited by **moinsyyed (/profile/moinsyyed/)** (177 posts) - 9 months, 17 days ago

@Coco_pierrot (/profile/Coco_pierrot/): Metal Gear Solid gives you the option to play non-lethally, as did dishonored. They both deal with big ideas, it would be doing a disservice to the narrative to take control away from the player projecting their own idea of morality. It's perfectly possible I think to create a character who is 'religious' (or rather, has that faith influence his moral compass) but has that same conflict between whether to kill in a game or to refrain from it, someone even a non-religious person could get behind (again like 'daredevil'). At the same time it perfectly possible to create a villain, or evil faction for said religious protagonist that is not 'religious' but just vile, evil, purely diabolical.

Many religious people in the real world CAN NOT relate to religious people being represented by extremist, fascist bigots, that's part of my point. There seems to be too much of that rhetoric in our real world already. Even when they do base these bad guys on real world extremist factions, they turn them into caricatures, and it just smells of an agenda, rather than a constructive and balanced criticism.

I hold video gaming in the highest regard, and think it has a ways to go but it will become a true art form one day. You are naturally a participant when playing a video-game, and I think that gives it a headstart to be able deal with grander, high concept ideas. Gameplay and escapism is important, dont get me wrong but if a game can make you question rhetoric, mainstream narrative, big ideas, bring you further in touch with your humanity and the world around you, it would be a wonderful thing. My point is that having religious people as the bad guys (alternatively to not having them at all) does not promote respect and tolerance.

My opinion is that developers think, if you going to have a religious NPC's in the game, most of them have to be bigots, if not then they wont have any religious factions or characters at all. That is not a fair way of looking at things. Dishonored tried to get the balance right with the 'heart of a living thing', trying to show the player that these people are human beings, with families, desires, hopes and dreams but it could have been taken further.

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#39 (/forums/games-discussion-1000000/religious-characters-after-often-depicted-as-bigot-31850991/?page=1#js-message-343106627) Posted by **blangenakker (/profile/blangenakker/)** (2815 posts) - 9 months, 17 days ago

Well there's that Jewish character in Wolfenstein: The New Order

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#40 (/forums/games-discussion-1000000/religious-characters-after-often-depicted-as-bigot-31850991/?page=1#js-message-343106845) Edited by **moinsyyed (/profile/moinsyyed/)** (177 posts) - 9 months, 16 days ago

@blangenakker (/profile/blangenakker/): yes but the subject of that game makes it impossible NOT to have Jewish characters, and those characters being victims. I would like to see an original game, set in a steampunk, sci-fi world or even our current world. With a character, with religion (FAITH) playing a big part on their character, and you taking that journey with them. Something like Alan Moore 'V for Vendetta' was basically 'ones man terrorist, is another mans freedom fighter' encapsulated In a graphic novel. It would be interesting to take that journey in a game. It could be like a religious person sim, how a person reconciles perhaps more dogmatic beliefs with functioning in a fair, equal, secular society or to bring one about. There is a lot that could be mined here. As I said, in gaming you are a natural participant, It would be interesting to put yourselves in the shoes of that kind of character.

I would liken it to a film like 'calvary'

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#42 (/forums/games-discussion-1000000/religious-characters-after-often-depicted-as-bigot-31850991/?page=1#js-message-343107107) Edited by **moinsyyed (/profile/moinsyyed/)** (177 posts) - 9 months, 16 days ago

@jimmy_russell (/profile/jimmy_russell/): chill out mate, stop trying to derail the thread. No anti-religion hate speeches here. Athiests, non-religious types are just as capable of wrong, lest you forget CHAPEL HILL this week.

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#43 (/forums/games-discussion-1000000/religious-characters-after-often-depicted-as-bigot-31850991/?page=1#js-message-343107179) Posted by **TheHighWind (/profile/TheHighWind/)** (4597 posts) - 9 months, 16 days ago

Well, I've never played it but there is an actual Christian Story game called Dante's Inferno. Very sure our hero Dante is a religious guy. He's going through hell to save his wife. He's the great big Christian good guy!

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#44 (/forums/games-discussion-1000000/religious-characters-after-often-depicted-as-bigot-31850991/?page=1#js-message-343107212) Posted by **moinsyyed (/profile/moinsyyed/)** (177 posts) - 9 months, 16 days ago

@TheHighWind (/profile/TheHighWind/): yes, there was that. It faded into obscurity though.

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