

NOTE: I have had Kristoff since 2015 and ever since he's gone through many transformations. Some elements of his backstory will be used in my novel. I ask that you don't copy anything from this character.

"I do not want to dwell on mortal lands anymore. I want to dream amongst the ancients and the stars and all that there is above this plane of existence."

—GENERAL.



NAME: Kristoff Ioan-Kovacs Alexe / Somniar

NICKNAMES: Kris, Dreamer

AGE: 25 (20th of February)

SPECIES: made god

OCCUPATION: No true occupation in the capitalist world, though you might see him walk dogs or sometimes work as bartender in

night clubs. Outside of this world, Kristoff becomes Somniar - the god of dreams, prophecies, lullabies and darkness, the protector of the dead gods. Thus, he presides over the dreamworld and guides you through your nightmares or dreams.

RELIGION: Raised Christian Orthodox, identified as Atheist, now an active worshipper of The Creators of the Universe.

LINEAGE: Roberta Alexe (mother) + Ioan Alexe (father)

IDENTITY: nonbinary (he/they), pansexual.

ASTROLOGY:

- *Pisces Sun* - **Pisces are tuned in to a higher purpose and their dreams transcend the individual.** A deep love for humanity, and compassion that knows no bounds is found with this placement of the Sun. Pisceans are not known to be cutthroat business types, nor are they given to throwing themselves out into the world in an aggressive manner. But make no mistake about it, Pisces can be extraordinarily successful when given the chance to express themselves. The arts, marketing, music, teaching, drama, healing arts...these are all fields in which Pisces can find expression. *Their imagination, attunement to humanity, and remarkable intuition endow them with enviable gifts of insight and creativity.*
- *Pisces Moon* - **Lunar Pisceans are known to be dreamy and not always in touch with reality.** However, though these people may not always show real-world savvy in day-to-day, practical affairs, they make up for this with remarkable intuition. They can put themselves into anybody's shoes with extreme ease. *On the plus side, this endows them with remarkable compassion and love.* The down side with this apparent ability to break down boundaries is that **these people can easily lose themselves in the suffering of others.** Their sense of humor is delightfully silly and a bit odd.
- *Sagittarius Rising* - These individuals are somewhat restless and often active people. **They always seem to be looking for something that is just out**

of grasp -- and many do this their entire lives. They can be quite direct at times, yet they are likable enough to forgive for their faux-pas. Some might even call them naive or overly optimistic. Even the quiet ones don't shrink from life and from experience. One of the most obvious and endearing traits of Sagittarius rising is their willingness to keep up a sense of humor. *Even when they're feeling low, they manage to find humor in life and have fun with whatever they do have.*

BIRTHPLACE: Cluj, Romania.

SOCIAL STATUS: Kristoff comes from a working class background, both of his parents having worked full time jobs since he was a child in order to meet ends. Most of his childhood was spent with his grandparents, though, as they were doing better off financially because they lived a very simple life away from the city.

EDUCATION: He was identified as a good learner since he was young, but formal education did not help him maintain that title. Being stuck in his parents' fights meant that Kristoff was often distracted from doing homework or studying, which resulted in poor grades and poor behaviour. He was expelled from high school at 16, and at 17 he finally leaves home.

ABILITIES: Darkness manipulation, flight, dream control, inducing sleep, divination.

—PHYSICAL.

FACE CLAIM: Cameron Monaghan

FACIAL APPEARANCE: Average is the best way to describe him, though his dark red hair and mossy green eyes are what stand out and bring beauty to his otherwise common looking face. His lips are thin and his nose is straight, his jaw and cheekbones stand out due to poor eating habits, freckled nose. There is an

aura of darkness around him and shadows are naturally drawn to him.

GENERAL BODY BUILD: 5'7, endomorph body.

DISTINGUISHING FEATURES: The white scar on his neck from the sacrifice ritual, his dimpled smile. The darkness around him.

CHARACTERISTIC GESTURES: Rolling his eyes, cracking his fingers or back.

CLOTHING OF CHOICE: He wears neutral colors most of the time in order to go unseen and unnoticed. He always wears combat boots or sneakers with a thick heel.

ADDITIONAL TRINKETS OR ITEMS CARRIED: a necklace with a cross on it.

HEALTH: Before immortality, Kristoff used to be quite a sickly child, always catching something and being ill, but after he was granted immortality he stopped having any kind of health issues.

HABITS: Smoking is a habit he hasn't managed to quit just yet, nor is heavy drinking. Around ages 17-20, Kristoff used to engage in reckless behaviour and that escalated when he became immortal because he wanted to see how far he could go. He is not as bad anymore, although he still gets involved in dangerous things.

—PSYCH.

GENERAL HAPPINESS, 1-10: 6

SOCIAL LEVEL 1-10: 6

LIKES: dreaming, use of drugs, flying.

DISLIKES: know-it-all kind of people, being proven wrong.

PERSONALITY TYPE:

- *Archetype:* The Hero - Heroes strive to maintain justice and fight against evil. The ability of the hero to stay true to themselves is ultimately what makes them heroic.

- *Personality:* Ambivert - An ambivert is often a person who has a balance between being reserved and being outgoing.
- *Temperament:* Phlegmatic - They are sympathetic and care about others, yet they try to hide their emotions. Phlegmatic individuals are also good at generalising ideas or problems to the world and making compromises.
- *MBTI:* ENFP - They tend to see life as a big, complex puzzle where everything is connected – but unlike Analyst personality types, who tend to see that puzzle as a series of systemic machinations, Campaigners see it through a prism of emotion, compassion and mysticism, and are always looking for a deeper meaning.

- *Alignment:* True Neutral - The "true" neutral looks upon all other alignments as facets of the system of many things. Thus, each aspect--evil and good, chaos and law--of things must be retained in balance to maintain the status quo; for things as they are cannot be improved upon except temporarily, and even then but superficially. Nature will prevail and keep things as they were meant to be, provided the "wheel" surrounding the hub of nature does not become unbalanced due to the work of unnatural forces--such as human and other intelligent creatures interfering with what is meant to be.

- *Hogwarts House:* Gryffindor - The particular characteristics of students Sorted into Gryffindor are courage, chivalry, and determination.

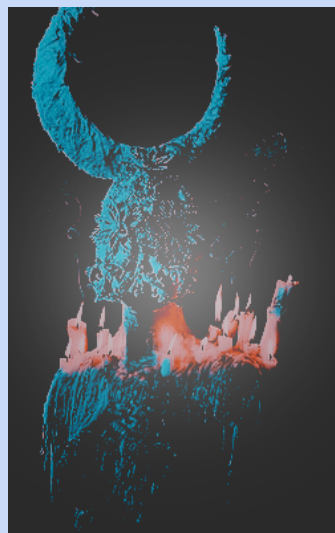
VALUES/MORALS: Spirituality, openness, patience.

ADMIRABLE TRAITS: Courageous, adaptive, empathetic.

NEGATIVE TRAITS: Pessimist, overthinker, arrogant.

SKILLS: fighting, persuasion, interpersonal.

HOBBIES: singing, travelling, reading.



CORE CHILDHOOD MEMORIES: One of the memories that always comes to mind is the time he would sit down under his grandparents' cherry tree during spring and summer time, a book in his hand and his dog sleeping by his side. It was a time of peace and quiet. The tree was close enough to the house that he could smell his grandmother's cooking and he could hear her singing. This memory is his safe space.

—BACKGROUND.

trigger warnings: implied child abuse, death.

Kristoff is an amalgam of emotions and life. Born human and transformed into a god whilst on the verge of death, Kris is an individual that will put his life at risk for the adrenaline. Carelessness hasn't always been a trait of his, but once you've beaten death and turned immortal, you stop caring.

Raised in a small village in Transylvania, Romania, Kristoff always felt out of place. He never felt in sync with his family or the people from the village. He could never make his parents proud, and his silence was mistaken for weakness by children at school, making him a target for abuse. Caught in his parents' fights more often than not, his grandparents decided to raise him themselves when he was 10. He did better with them, yet the boy still struggled to fit in with

the other children and to keep up with his education - he simply wanted something different. He wanted to sleep in the shadows of the cherry tree, he wanted to play the violin for hours, he wanted to sing to the calves and sheep that his grandparents owned. Despite the gentleness inside him, he also harboured anger put there by peers and by his parents. This often turned into physical fights at school, reckless behaviour, not caring for his education

anymore. At 16, he is expelled from high school. He spends the year being home schooled, moving back and forth between his parents' and grandparents' houses, until at 17 he decides he cannot handle the pressure anymore and he runs away.

He lives in the forests of the Carpathian Mountains for a while, sleeping in the remote houses or barns of the people living there, before going to Hungary. In Hungary, he comes in contact with a cult in the hopes to integrate in a spiritual life that does not involve major religions. There he finds freedom, he finds pleasure, he finds himself being adored for his mind and heart. The cult, much to Kristoff's lack of knowledge, see him as a worthy sacrifice to the deities that they worship - The Creators of the Universe, the ones who came before Chaos, the Greek gods, the Christian god. The sacrifice was planned thoroughly. It happened in the mountains, in the dead of the night, Kristoff being under the impression that it would be just another ritual until he was forced down onto the ground and the blade of a knife opened his throat. His body was left to bleed on the ground whilst the cultists prayed for the appearance of their god.

The skies opened and the universe poured in - a creature taller than the trees. It was a deity with tentacles for legs and stars for eyes. Some of the cultists were crushed by its body, some were caught by the tentacles and squashed to death. Kristoff looked at the deity while choking on his own blood. ***‘rise with my voice.’***

That was the moment Kristoff was turned into a god, chosen by the deity of the chaotic universe. It blessed him with dreams of heavens and hell, where humans perish painfully and where humans live happily, where time is now or nowhere. It blessed him with the ability to look beyond the fabric of existence itself. It named him Somniar - god of dreams, lullabies, darkness, divination, and protector of dead and forgotten gods.