

Project: Hare Childrens (game name)

Protagonist Description

Hair: White, wavy, and quite fluffy. Short hair.

Eyes: Pink (can be ringed, at the artist's discretion).

Physical Description:

A ten-year-old child, with a serious yet gentle appearance (more of a calm and kind leader type rather than a serious type like Sasuke). He has been subjected to both physical and mental torture; experiments in which all kinds of substances have been injected into him.

Personality:

Calm and analytical. A natural leader. He is the one who calms the others with a smile and who stops to rationalize what the next move will be. He is kind by nature, always looking out for the physical and emotional well-being of the group. He must remain strong for the sake of the other four who admire him; he is basically the pillar of the group.

Clothing:

A white patient gown. He wears a metal collar around his neck (which is basically for restricting his powers). Under the collar, he wears a short red scarf.

The ten expressions I want:

Standard, smiling, angry, sad, crying, afraid, laughing, in pain, serious, screaming. I think that should cover all the ranges.

Story Details in case they're needed:

Roughly speaking, the story is about five children who are located in a deep-sea military installation at the bottom of the ocean. These children are subjected to cruel experiments—both psychological and physical tortures, as well as the administration of powerful drugs. The survivors, having been subjected to so many substances, develop white hair and pink eyes, resembling a form of albinism. Naturally, this only happens to the luckier ones; the less fortunate suffer grotesque mutations and die in horrifying ways.

The military facility is full of monsters, experiments, and adult soldiers with powers. The children essentially have everything stacked against them in their struggle to escape.

The children possess powers as a result of the experiments, but these are suppressed by a collar (although, at the start of the game, they'll be able to deactivate them with the help of another adult).

The only party member who isn't a child is an adult who joins later—a remorseful soldier who decided to do the right thing and help the children escape.

Throughout the story, the children are derogatorily referred to as "rabbit kids" due to the experiments. The protagonists, seeking to subvert their fate and turn their nickname

into something positive, begin calling themselves "Hare children," as they believe they are elusive and hard to catch.

Reference images:

Hair:







Type of expression I'm looking for, gentle and calm (but without looking as derpy as in the image, it's just a reference to show how it feels. Personally, I don't like the drawing style of how they depict the children in this image, or at least the first one):





My idea is for him to feel more mature than his age suggests, and when he becomes serious/thoughtful, he should really look serious.

All of this is mainly to give you an idea of what he's like, it's not an exact guide on how the character should be. In fact, I'd love to see what you can do, so don't take everything too literally.

Don't take the drawing style or anything like that as references, this is purely to give you an idea of how the protagonist presents himself to the world.