

Character Descriptions

Logline

On an isolated island tormented by monsters and magical horrors, a shipwreck survivor must quell an ancient god who threatens to rise again and wipe out the island's inhabitants.

Player Character

Thaddeus of Godfrey (*a.k.a Thad*)

[HISTORY]

Originally a native of Daigann, Thad was born to the minor noble house of Foster in the year 3:385. As a noble child, Thad was educated as his family's heir. He was taught literature, swordplay, and minor magics, as well as the basics of the major languages of the Western Expanse. It was during this time that Thad discovered his natural talent for the fighting arts, to the great praise of his family and tutors.

At the age of 14 (3:399), Thad discovered his father holding a meeting in their manor with the minor lords of Daigann. He learned that the minor lords were plotting to unseat the powerful Lord Rowley to the south and divide his massive holdings between them. Fearing that his father's plot would fail, Thad set out to stop it before it began. He informed a representative for Lord Rowley about the sentiments of the minor lords, hoping that the minor lords would abandon their plans if their enemy seemed prepared.

As a result of Thad's intervention, Lord Rowley sent his men to secure the lands to the north. Rowley's soldiers destroyed those of the minor lords, and in the conflict, Thad's family was killed. Knowing that their deaths were his fault, an injured Thad fled his burning manor and chose to fade into anonymity. He joined a mercenary troupe, and spent many years travelling the Western Expanse in search of clients. His sharp wit and intelligent manner (from his upbringing in a noble house) set him apart from the average sword-for-hire, and so Thad found himself often hired by upper class clients with large purses.

Thad was employed by a wealthy merchant from Uthengaard as a guard on his ship bound for Asterfel. When the ship encountered a violent storm (and, unbeknownst to them, a Primordial) and sank, Thad was the sole survivor.

[PHYSICAL DESCRIPTION]

Age 27. Lean fighter's build. Dark hair, swept back. Over the course of the game, his physique becomes more muscular if the player improves the strength attribute. One arm is heavily scarred from burns obtained escaping his family's manor at age 14. Possesses some battle scars on his hands and torso from mercenary work. Clothing style should reflect style/techniques of middle ages England, and should be somewhat fashionable. Thad takes care of his appearance,

and so he is clean shaven and his hair is maintained well. He knows the importance of looking the part in his profession—and a wealthy customer will not trust a thug.

[PERSONALITY DESCRIPTION]

Deflection and humor are Thad's defining features. He is able to change his mannerisms depending on who he speaks with—when interacting with lower/peasant classes, his speech is simple and direct. When fencing words with the nobility, Thad is able to hold his own. He is familiar with the roundabout, backhanded compliments of the ruling classes, and uses wit/wordplay to get the information he requires of them. In reality, Thad has little true respect for the upper class. He knows better than most how quickly their words and political games can turn to violence.

Randall the Exile (The Kindred)

[HISTORY]

From a low-born family, Randall grew up in Caer Lowyll's poorest district. Since childhood, he took odd jobs and sold wares on the street to keep his family fed. When the king advertised high paying, if physically demanding jobs, Randall signed up (as many of the desperate did) without second thought. He began to assisting the effort to extract magic from the island's core. But, as he was untrained in magic and the conditions he was working in were not well-monitored, an extraction went horribly wrong and Randall was gravely injured. The accident left him permanently changed—his once dark hair turned silvery grey and he received his distinctive lightning-strike scar.

Randall was among the first on Asterfel to express anger at the king's involvement with Imeria. He knew that the magic the king was extracting from the island was dangerous, and shouldn't be tampered with, but his complaints were initially ignored. He banded together a small number of former extraction workers to form his initial rebellion. Among these first rebels was his now second-in-command, Saskia. When magical abominations began to appear on Asterfel, Randall knew they were because of the extraction efforts. His scar felt a strange pull towards the new monsters, as though they were made from the same thing.

As the abomination threat grew, more followers joined Randall. His message of rebellion spread across Asterfel, and any low-born who were critical of the king's actions flocked to his movement. When Randall's rebellion grew too big to ignore any longer, the Crown Wardens were forced to intervene, and Randall and his followers were exiled by General Aleida from Caer Lowyll. They occupied Saskia's hunting cabin in the woods, and over time, built it up into a makeshift fort. Randall and his followers named themselves "The Kindred" and began to openly oppose the king.

[PHYSICAL APPEARANCE]

A young man, about early 30s. Short greyish/silvery hair, slightly longer on the top. Lean build. Severe features and sharp eyes. A dark scar like a forked lightning strike runs from his hairline, through one eye, down his neck, and to his heart. He wears rogue-ish clothing of sturdy, but

un-embellished make: leather armor and boots, steel bracers and accents. Wears a dagger on his belt.

Saskia (The Kindred)

Being the right hand of the leader of the Kindred, Saskia is a fervent supporter of them and will stop at nothing to show her support. She doesn't take kindly to any disrespect of the group, and especially not of its leader, Randall, who she has been with through thick and thin. Given that she's his right hand man, she is the type to command respect. She can be quick to frustration at times when there are those who may show too much hesitance with the group's goals or actions, but it is out of her loyalty. Make sure this is represented: she speaks with fire, passion, and wants to spread word of the revolution against the King.

Primary Antagonist

Neius (pronounced "nay-us")

Once a powerful Primordial, Neius was one of the world's creators, as were all Primordials. During the age of Midda, Neius fought the Heroes with his kind. In his final battle, rather than being killed, Neius was trapped under the earth in a cage by the Hero *Volkmar* (now a mythological figure in Uthengaard). In this battle, Volkmar perished from the wounds he sustained. As no Primordial or Hero knew where they had vanished to, Neius and Volkmar were forgotten to time.

Neius's magic shaped the island of Asterfel. His magic evolved strange creatures native only to the island, and the island itself grew a reputation for being dangerous and unstable. As one of (if not the last of) the Primordials, trapped in the earth and listening to humanity grow, Neius evolved in a way that no Primordial had before. He began to understand the mortals and their motivations. Unfortunately, with insight into the human condition came a tempered wrath. Neius saw the warring and exploitation that humanity is capable of as evil, as a repetition of how the primordials warred, and began to resent them for it. When settlers came to Asterfel, they initially worshiped Neius. This was not long after the Primordial war, and Neius offered them gifts and guidance. Eventually worship of Neius faded, and was replaced with worship of Ynara. Neius no longer had a means of speaking to the mortals, who came to either forget or detest him. Trapped in his cage, he could not do anything about it—until the settlers learned how to extract his magic. With that small leak growing larger, Neius is able to interfere with the world above once again. Though not as powerful as he once was, with the passing of the ages weakening him, Neius is still a formidable force.

[PHYSICAL DESCRIPTION]

Neius's physical form reflects the island that is his prison. Prophets who meditate on Asterfel speak of visions of a "horned god with six hateful red eyes," and can feel his anger through his image. Neius is tall and skeletal, his bones textured like gnarled petrified wood, and his face resembles the skull of a wolf. His bark-like skin is tight on his body, and pierced/shredded in some places as though he is decaying (like an undead). His face is entirely bone. There are gaps in his skin on: one forearm, half his neck, half his ribs, one leg, and one foot. His horns are twisted and tall, reflective of the branches of a long-dead tree. A tattered, heavy maroon cape that he tore from a dead hero's body clings to him. His legs/feet are only visible when he moves, as they are normally obscured by the shadowy robe. Inside Neius's chest is the subtle glow of a star, visible through his broken ribcage.

When Neius speaks, the wolf skull doesn't move. Instead, his voice is projected by magic, and so can be heard anywhere the player might be.

Neius's physical form is formed by minor characters throughout the game. Characters casually mention things in conversations that they fear (the wolves outside the city, sickness, horned demons, soldiers/family dying, the woods at night), and when Thaddeus finally meets Neius, his form unconsciously reflects this. He embodies what they fear. The magic he uses does this as well: it may take the form of traditional fears (spiders) or personal ones (spirits of Thaddeus's deceased family members, characters who are encountered in-game, etc).