

Thorn – Character Sheet

Stats

Gender: Male
Age: 16

Role

Thorn is the game's sole player character and also the story's main character.

He's a son to god-like parents and the youngest and by far tiniest of five siblings, so he's often **seen as weak** and hence becomes the target of their mostly light teasing. However, thanks to his extreme disadvantage in size and the influence of his lighthearted mother, Thorn has grown to be both an **empathetic, open-minded** listener and a **witty** verbal sparring partner.

Through his adventure, Thorn shows everyone – including himself – that **mightiness comes in all shapes and sizes**.

Story Overview

Character Plot

Thorn's **well-intentioned** but **headstrong quest for power** is fulfilled, but it's nearly at the cost of his family and their home: With Thorn's family separated, some searching for him and some protecting the homestead, the evil Mountain Hermit becomes emboldened to strike. Thorn himself becomes emboldened by a sense of **responsibility** and finds the **courage** to use his fledgling powers to **save the day**.

Character Arc

Thorn is **learning** how the world works but still has **room to mature**, hence his secret quest. Throughout his journey, he **struggles** to feel **adequate** and **purposeful**, yet he never completely loses his **optimism**. By the end of the game, he has become **wise** enough to think before he acts, but he's still **playful** enough to horse around with his siblings. He realizes the **glory** he had always sought didn't actually come from possessing power but instead from using it for the **people you care about**.

Example Moments

To his gullible brother at breakfast: *"Hey Spark, I betcha can't balance a grape on your nose."*

Meeting an old witch: *"My brother says you're evil... that you do wicked things in these woods."*

On his last leg, blocking the massive villain's path: *"I'm not moving."*

