***Characters and stories***

***-Ben Miller***

The task:

The task presented was to create fictional characters that would be given different character traits such as physical appearance, personality and behaviour, skills and abilities, their role within the game, and their interaction with their companions (the other characters).

Character:

The character that was chosen was an unnamed character who would go by the name “Kai” in the story. The character resembled a normal person and would act as a sort of side character within the main story.

Name: Kai Regis

Appearance: A small athletically built man, who is often dressed scruffy.

Personality: A rather childish yet competent man who would prefer to keep himself and his friends out of violence whenever possible.

Skills: A good persuader with a powerful way with words.

Story:

Origins:

Kai Regis, was an orphan in a remote village. He was a quick learner in many things but preferred to do things at his own pace. He knew the hero as a fellow brother in the orphanage and both promised to go on a large adventure when they grew up.

Backstory:

The main theme is reaching for one’s dreams. These two brothers’ dream of going on an adventure to see as much of the world as possible. However before they could go on said journey they are approached by two people giving them opportunities to become their students. They accept and for years they would train under them, becoming skilled enough to survive many challenges.

After their training had ended, Kai would become very respected where he trained and was asked to stay to train others. But remembering his promise he declines, returning to his brother to begin their journey.

Begginings:

During their journey the two brothers met a little girl who got separated from her family on their way to a specific location, and as it turns out, the girl is from where they wanted to visit. Wanting to help her Kai convinced his brother to let the child join them on their journey, telling him they’ll most likely go the location anyways. Now rather than just going anywhere, they had another reason to go through with this journey.

Along the way the three bond, but not as much as Kai and the little girl forming a relationship much like siblings have. He protects her most of the time they encounter danger and she helps tend to their wounds, if they had any.

Growth:

During their journey they arrived at a mountain where they are instigated to conquer their innermost demons. For Kai it was the fact that there are just going to be enemies that he won’t be able to talk to. In order to test this he’s forced in a situation where he has to kill in order to escape. He does but he’s broken.

Once they escape his brother and the little girl tried to assure him but he’s still affected.

Climax:

They reach the location they need to go to, but they then find out that she was from the royal family and that her family has been overthrown by an antagonist. They get caught with the girl, so they try to escape but the antagonist sends some hunters to go after them and the Main Hero seemingly gets killed off. Since Kai is still affected by what happened in the mountain he hasn’t been in the right mindset and was in his lowest point, questioning what he had to next to protect the little girl.

While in hiding he managed to fix himself after realising he was doing this for the girl. He then promises her that he would save her family so they return to the location hidden, he hides the little with a safe companion.

Ending:

During their rescue mission, Kai gets is forced to fight, now more determined to survive for the girl he no longer hesitates to fight. At the climax of the battle the hero returns and fights the antagonist while Kai takes the parents to the little girl. The hero wins and returns to Kai.

Kai and his brother after rescuing the family of the little girl from the city, returned to their home with the family to help them settle down in a life of safety. Completing their adventure and helping out the family in need.

Team members:

Ben

Connor

Gian