

a few questions to think about regarding your characters:

1. what are their goals? (long term and short term)

Kyros in the short term wants to travel, meet people, see what life is really about outside of the Stoa's walls. He wants to learn new philosophies, ones that are connected to how people really live, not hypothetical as the Stoa's debates always are.

In the long term Kyros is a simple man. He wants to live a good life, help others along the way. He knows he'll never change the world for the better, but he can create small pockets of joy wherever he goes. His short term goal really flows into what he wants in the bigger picture. He supposes he wants what all people want, to find his purpose. The place he belongs, if such a place exists.

2. what are they afraid of?

He's afraid most of all to find that his family was right; that eradicating all emotion is the only way to truth, that a *one* truth even exists; that he should have stayed in The Stoa because the outside world will be unkind to him.

3. why are they in hearth?

Hearth is the most recent stop in his travels. He's been curious about the Durkwood, though he doesn't necessarily want to go in. He likes strange legends. He isn't planning on staying for long, but who knows what might happen.

4. what relations do they have to the world? (think organizations, places, npcs)

His family in The Stoa, various other people there and family friends.

-big family. They're very much based on the Greek Philosophy of Stoicism, while Kyros believes in emotional expression and that there can be no unbiased and fully logical opinion/thought.

-Most of them barbarians, think rage induced by hours of philosophical debate and shouting matches

-Kyros is the soft spoken, mild-tempered, non-argumentative black sheep. His family, while varying greatly in personal feelings and philosophies, operate within the greater umbrella of Stoicism -ultimate truth through shedding bias, being unemotional, logical etc-. Vibe of a bunch of minotaur barbarians getting rage during a debate, but it's like quietly, it makes them keep going for hours. Fierce argument under the guise of calm unbiased logic.

-recently made the decision to break away from his parents and The Stoa at large. To be allowed to leave he had to debate his parents and win. He did so, getting his father so angry that he escalated the battle of wits into a battle of the corpus; Kyros barely scraped by, winning by a hair's breadth that resulted in the tip of his right horn chipping off, leaving a jagged stump at its top curve. He carries this piece of his horn with him, tied with a piece of twine into a necklace.

-Kyros is traveling, trying to find himself and what he believes in. Strong strong feeling of wanderlust, likes pretty sights, seeing different people and learning about what they believe in.