Name:

Age:

Occupation:

Traits:

Goal:

Plot A:

Plot B:

Misdemeanor:

Plot A:

Plot B:

Motive:

Important thing:

Description:

Mannerisms:

Backstory:

Philosophy:

Relationships:

Actions during plot:

Character Growth:

Gifts:

Flaws:

Passion:

Drive:

Destiny:

Weapon:

Special:

Name: Zechariah “Cara”

Age: 12

Occupation: The “Zecharabra” who will save everyone.

Traits:

Skeptical (of others) (motivator)

Paranoid (slightly)

Reserved

Hopeful

Daydreamer

Imaginative

Strategic

Loyal

Good-natured

Sympathetic

Determined

Goal:

Plot A: Escape

Plot B: Make Friends

Plot C: Be safe (she will have to choose where she feels safest)

Misdemeanor:

Plot A: She wants to stay

Plot B: Trust issues/her goals conflict

Plot C: She doesn’t know where she is safe

Motive:

Important thing: Being Safe

Description:

Mannerisms:

Backstory:

Her Mother and father divorced. She lives with her mom and her mom’s brother (uncle) who is abusive to her. Cycle of abuse from uncle. Her mom promises life will get better but it doesn’t.

Philosophy: n/a

Relationships:

Father- she doesn’t see him anymore

Mother- Resentment, for constantly making false promises and instilling false hope in her.

Uncle: Hatred/fear/distrust.

Houdini: She starts out mistrusting him, and then resents him for breaking the illusion of ForeverLand. Eventually she learns to accept him and relays on him, and trusts him. When she finds out she’s not really chosen one, she’s angry with him, but she eventually accepts his reasoning. She see’s him as a mentor.

Iago: Fear/empathy/hatred. She try’s to stay in Foreverland, but when she becomes a convict she is afraid of Iago, and tries to appease him, but she finds out she was brought to this world anyway to have her heart stolen. When he secretly joins the party she grows close to him, and empathizes with him, but when he reveals himself she becomes angry and hates him for breaking her trust.

Dustin- Brother/sister. She and Dustin are friendly to one another. She lets Dustin cling to her.

Marissa – Friendship>Hatred/mistrust>Trust/Friendship. Her and Marisa get along well. But when Marissa betrays her she is angry. She sympathizes though with Marissa because of the reason she had sold her out. She learns to trust Marissa again.

Actions during plot:

She starts out skeptical, but grows attached to Foreverland.

She doesn’t trust Houdini.

She thinks Marisa and Dustin may sell her out

She trusts Marisa and Dustin.

She hates Marissa when Marissa sells her out

She forgives Marissa

She becomes close to Constantino.

Constantino betrays them and reveals he to be Iago.

She is conflicted to give up to Iago

She rejects him and hates him

She loses hope when she finds out that Dustan and Marissa are dead.

She stops being afraid of being betrayed, or not trusting others.

She fights Iago.

She and her friends fight there way to the end of the maze.

Last battle, and her and her friends are separated.

She wakes up in her room, and questions if it was a dream.

She see’s her magic wand on the other side of the room.

She opens the door, get on the floor, everybody walk the dinosaur.

Character Growth:

She learns to trust her friends, to not be afraid of people breaking her trust, as well as trusting her instincts.

Gifts: Magic heart

Flaws:

Passion:

Drive:

Destiny: Save everyone

Weapon:

Special: Magic heart

Name: Marissa

Age: 10

Occupation: Beauty pageant winner

Traits:

Arrogant (won’t admit if she’s unsure or needs help)

Confident

Indipendent

Blunt

Caring

Genuine

Goal:

Plot A: Escape

Plot B: Safety

Misdemeanor:

Plot A: Arrogant (she won't accept help from others)

Plot B: Arrogant

Motive:

Important thing:

Description:

Mannerisms:

Backstory:

Her mom enrolls her in beauty pageants, and jealous kids pick on her for being confident.

Philosophy:

Relationships:

Actions during plot:

Character Growth:

Gifts: Gives good advice (even though sounding hostile)

Flaws:

Passion:

Drive:

Destiny: Escape

Weapon: Magic wand

Special:

Name: Dario

Age:

Occupation:

Traits:

Crybaby

Sensitive

Clingy

Easily frightened

Courageous

Adventurerous

Goal:

Plot A: Escape

Plot B:

Misdemeanor:

Plot A: Crybaby

Plot B:

Motive:

Important thing:

Description:

Mannerisms:

Backstory:

Philosophy:

Relationships:

Actions during plot:

Character Growth:

Gifts:

Flaws:

Passion:

Drive:

Destiny:

Weapon: Tarot Cards

Special:

Cara-

Marisa-

Dustan-

Mage-

Pro-More combinations

Pro-Bigger fields

Con- no rolling for more damage

Con- Cool down

Con- breaks

Melee-

Pro-Higher base damage output

Pro-Don’t breaks or need charging

Pro-roll for more damage

Pro-no cool down

Con-Can hit fewer enemies

We need to make sure that the leveled weapons have less damage out put for mage, and higher for melee.