**Characters**

**Tak:**

Background:

Born a bastard child of poor, but handsome dad and bitch queen. Grows up with his grandma in poverty as his dad tries to help him from the sidelines, but is too ashamed to meet with him. Best friend was Larq growing up, they did everything together. Larq gets sick so Tak travels to the Kingdom to retrieve medicine. Finds out somehow that his mom is the queen and that she was commanding the destruction of his hometown. Tak goes back and finds that his grandma has been brutally murdered and assumes Larq is dead as well, and thus unleashes a dark power within him. Although rage consumes Tak, he is a cunning kid, so he starts to raze villages/friends and recruits any evil that isn’t already sided with the queen. The Great War then ensues between Tak and bitch Queen. Eventually, Tak fights three of the order of five, barely loses and thus is stripped of his memories so that he will have a second chance at doing good.

Goals for oblivious Tak:

-Get his memory back

-Learn magic

-Make friends

Personality for oblivious Tak:

-Oblivious, kind, annoying, and weak

Goals for evil Tak:

-Kill everything that gets in way

-Take down the Gods

Personality for evil Tak:

-Evil, cunning, evil

**Vero:**

Background:

Didn’t have many friends growing up. Alienated from others because he grew up in a privileged setting with his father Yafta. We don’t know anything about his mother, but presumably she died when Vero was very young. As a child, Vero traveled around the world with Yafta studying scholarly stuff and learning basic magic. After Yafta passed away, Vero became a wealthy recluse overruling the down of Trayflare.

Goals:

-Become better at magic using Super Secret Orb Thingy

-Stay out of trouble with Kormaw

-Learn all the world has to offer

Personality:

-Gentleman until pushed over the edge

-Bad with Women

-Knowledgeable

**Kormaw:**

Background:

Older than anyone else in the game (so far). A crabby old man whole seems to be very talented at magic. Doesn’t put up with the incompetencies of others. Word is, he saved Tak after the Cliff of Destiny scene, but no one knows why. Secretly he is a member of the Order of Five, an exclusive group of talented magicians with some sort of influence over world events.

Goals:

-Keep the world stable, constent struggle against bitch queen

-Be mean to everything

Personality:

-Mean, demanding, and selfish

**Atina:**

Background:

Used to be married to Kormaw, but got divorced some time ago. Also old and just as crabby as Kormaw. Her grandson, Ellis was missing in the Mine until Tak returns. She must have some sort of magic power, because she turned a guy into a cat and trapped him in her house.

Goals:

-Get remarried to a rich man

Personality:

-Mean, demanding, and selfish

**Ellis:**

Background:

Bitch-man-boy grandson of Atina, and presumably Kormaw. He is kind of a jerk, and not very likable; sort of a Gary Oak type personality, except that he’s no where *near* as cool as Gary Oak. He shows up frequently in towns along the journey, but there is no indication why he travels so much.

Goals:

-Be the best that there ever was

-Recognition

Personality:

-Douche and arrogant

**Loriselle:**

Background:

Ice-magic specialist of the Order of Five. Very aloof personality, and enjoys using alliteration very much. First encounter with the player is in Skaylon, when she gives the player magic snowman water.

Goals:

-Make friends

-Make peace

Personality:

-Ditsy, friendly, and hot

**Telenor:**

Background:

Genuinely kind magician and scholar who focuses most of his efforts on academia. He wants to help Tak and Vero out, but he recognizes Tak and tries trapping the party in his basement while he contacts the Order of Five for help. He takes the cowardly approach, and instead of dealing with the problem himself he gives his boat to Tak and Vero so that they will (unknowingly) run into trouble with the bounty hunters.

Goals:

-Learning, discovery of new magic which can help people

Personality:

-Avoids confrontation, curious, kind

**Hint Hont:**

Background:

Brothers with Hunt Hont. Acts like he wants to help the party, but really he just wants to collect the ever-increasing debt that he claims you owe him for his advice.

Goals:

-FBGM

Personality:

-Dodgy, mysterious

**Hunt Hont:**

Background:

Brothers with Hint Hont. Illegal arms dealer and goods-procurrer who sets up shop in sketchy places throughout the region. He is being hunted down by a detective named Wensley Donnahue.

Goals:

-Make money

-Avoid capture by Wensley Donnahue

Personality:

-Dodgy, mysterious, but wants to help the party for a buck

**Wensley Donnahue:**

Background:

Detective who has been given an assignment which he refers to as “the big one.” He has a pretty kickass theme song, and is extremely passionate about his case. He often interrupts the party and is very nosy about everything.

Goals:

-Find Hunt Hont and bring him in

-Fulfill his duties to “the agency”

Personality:

-Nosy, demanding, curious

**Larq:**

Background:

Grew up in the same village as Tak and is his best friend. Gets sick, and Tak leaves to get medicine, but doesn’t come back before the razing of the village. Larq gets saved by Tak’s dad and gets healed by Yafta. He grows up trying to find clues to the whereabouts of Tak. Finds out tragically that Tak has become evil and does not listen to anyone. Figures that he has to infiltrate the villian organization in order to save Tak from the darkness. Goes to a contest for evil sidekick, run by UEBG. Wins the contest and thinks that he will now be able to find Tak now. Doesn’t know that Tak has had his memories erased or has been defeated by the Order of Five yet.

Goals:

-Meet up with Tak and change him back to a good person

-Use UEBG as a stepping stone

Personality:

-Determined, fakes loyalty, and semi-knowledgeable

-Disturbingly good at being evil

**UEBG:**

Background:

Always thought that villains were the coolest, and so he decided at an early age that he would be a villan with the code name UEBG. Slowly raises his evil stats by doing petty villain tasks (i.e. robbing children of their candy). Eventually recruits Larq as a sidekick who immediately boosts UEBG’s ratings (UEBG takes credit for everything). Relies on Larq heavily and would be lost if he ever left him. Chases after the bitch queen because she is hot and the essence of evil itself.

Goals:

-Become the top villain

-Procreate with bitch queen

Personality:

-Dumb, lovable, unsure when hurting people, and determined

**Ric:**

Background:

The man who controls the wind and is a member of The Order of Five. Appears in the first scene of the game being angry at Tak for all the killing he has done. He is a family man, but hotheaded when it comes to justice. His family ends up getting killed by the bitch queen later in the game, which makes Ric go rogue from The Order of Five. Eventually he returns with no sympathy for evil, even going to the extent of killing villains.

Goals:

-Protect the world from evil

-Live a quiet life with his family

Personality:

-Hotheaded, powerful, and weird sense of justice

**Wandering Swordsman:**

Background:

Most powerful fighter in the realm, but doesn’t want to claim any honors. Wants to be left alone by society in order to hone his sword technique. Will challenge all that he deems worthy. He is known to have taken out the best of bounties, that is why a group of bounty hunter called the Groovy Turtles have taken to using his name to get what they want. He on the other hand does not care what people do with his name as long as he gets to fight with the best of the best.

Goals:

-Hone his sword to be the best in the realm

-Be alone

Personality:

-Humble, strong, and not caring what happens to the world

**Bitch Queen:**

Background:

The mother of many bastard children. Has sex with men, leaves them behind with nothing, and then using her dark magic to move the child to a goo container for them to grow up in (Pregnancy is too much work). Most children die because the dad’s sperm cannot take on the queen’s eggs. A few have survived, including Tak, Ilista, and a few others that are under the queen’s control. She rules a majority of the continents that The Order of Five are not currently occupying, but is getting so powerful that will only be a matter of time before they get invaded. Uses the children that didn’t escape as generals that command her main forces.

Goals:

-To conquer the entire realm

-Procreate with strong men

Personality:

-Evil, seducing, and unempathetic

**Helpfulman:**

Background:

Leaves helpful signs places for the character to find. Lives in a secret cave where his sign production is located.

Goals:

-To help anyone and everyone

Personality:

-Helpful

**Ilista:**

Background:

Daughter of the bitch queen, was one of the two that escaped. Doesn’t know that Tak is her half brother. Learns of all of the queen’s evils and wants to get revenge on her by ruining her plans. Even though she is ruining the queen’s plans, the queen does not take notice of it, which makes Ilista even angrier. She is of the stealthy thief kind and will do anything in order to make more money for her cause.

Goals:

-Get revenge on the Queen

Personality:

-Determined, easily agitated, and not evil, but steals and stuff

**Ansin:**

Background:

Sheep trainer who makes a deal with Tak to buy his sheep. He agrees to work for Tak because he gets paid and he enjoys sheep training.

Goals:

-Train Sparky to win races, make money

Personality

-Loyal, dedicated to serving Sparky to the best of his ability.

**Sparky:**

Background:

A sheep who has been down and out but is being given a second chance by Tak and Ansin. His great grandfather set many of the sheep racing records which are still held today, but so far Sparky’s career has been largely unsuccessful. His parents feel that the sport of sheep racing is not worth pursuing any more, but Sparky aims to prove them wrong. Through trust, hard work, and a little luck, Sparky feels that someday he will be one of the great names in sheep racing history.

Goals:

-Be the best sheep racer there ever was

-Prove his parents wrong and show that sheep racing is still relevant

Personality:

-Brave, loyal, eager to please

**Robot:**

Background:

Goals:

Personality:

**Green Bounty Hunter (Brick):**

Background:

Youngest of the bounty bros. Brick loves to fight for justice, and enjoys doing it most with his two older bros. A very loud spoken man that it is said that his laughter can cause the ground to shake. Uses mostly voice attacks.

Goals:

-Justice and just having a good time with his brothers

Personality:

-Strong, charismatic, easily manipulated by Lupo

**Red Bounty Hunter (Toji):**

Background:

Oldest of the bounty bros. Toji’s only love in the world is technology. Even goes as far as to defy his younger brothers if it is for a new gadget. Otherwise, Toji is very willing to help hunt bounties for the money to get new gads. Has a hard time with women because they all want him for his luscious hair.

Goals:

-Get all the newest gadgets

-Get away from icky girls

Personality:

-Self-centered, intelligent, greedy

**Blue Bounty Hunter (Lupo):**

Background:

Middle bro of the bounty bros. Lupo wants as much money as he can possibly get and only spends it if he really has to. Wants to be recognized as the greatest bounty hunter in the realm and will do anything to achieve that. Manipulates Brick and Toji in order to accomplish his goals.

Goals:

-Fame and fortune

Personality:

-Cunning, polite, crafty