# Foreshadow list

Can be foreshadowed in the game demo.

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| Gearona | * Has been bullied at school because of her expressive language disorder. Because of this she doesn’t like social interaction especially with posh people. * Is kind hearted, understanding and forgiving. * Fears losing her loved ones. * Parents didn’t actually die in a carriage accident but because of AI’s rampage |
| Jab | * Obsessed with his knife. * Holds grudges, He still wants revenge upon the person who got his parents killed. * Is unstable and will stab Grandpa. * Is an orphan. |
| Grandpa | * Was involved in the creation and rampage of AI. * Worked with 2 other colleagues on the creation of AI. * Was asked to fix AI one last time but he refused. |
| AI | * Didn’t mean to kill anyone in its rampage, it saw Low as a bad/evil place. * Finds purpose in helping others. * Asked for help one last time to his inventors. * Needs to feel understood and have companionship. |
| Trickster | * Sympathy for AI (other technical devices) |

# Keep in mind list

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| Gearona | * Loves “sticky-candy” and BBQ chicken legs (Drumsticks). * Is an orphan |
| Jab |  |
| Grandpa | * Hurt his leg in a “work accident.” |
| AI |  |
| Trickster |  |