**Vylith:**

**Major Character Arc**: Vylith’s story is one of redemption. She will be introduced as an antagonist, we come to empathize with her as we learn her backstory (no earlier than book 2), and she is eventually redeemed in an emotionally impactful way as we learn she is more complex than first thought.

**Plot Arc**: Vylith lives on a world with nothing to offer the Alignment, and her world is left alone. They develop a mythology around the few who have powers, but being untrained, most die young, disappear (to other worlds) and never return, or live as minor gods in their world. Vylith’s strongest connection is to Electrum. After blinding herself and her brother at a young age, (and violating interplanetary law by drawing from Electrum without permission), she is taken away by the most powerful faction within the Alignment, who send a comfortable convoy to retrieve her, as her powers will make her a valuable asset they will wish to court. She is comforted by an older girl on the train who is also an Electrum-channeler. However, *en route* to her destination, a band from the guild assaults her convoy to break her out, and they kill both her brother and the girl who was so nice to Elyse. A small part of her brother’s consciousness lives on her mind (or at least, she thinks he does), and she frequently asks him aloud for his opinions on things, leading those around her to think she is a bit unhinged. Elyse frees herself from the guild’s clutches and joins the Alignment, becoming one of their most powerful channelers. Her assignment and personal goal: to completely destroy the guild of terrorists who tried to kidnap her and killed her brother.

**Zo:**

**Major Character Arc**: Zo’s story is one of ambition. Zo wants to liberate their home world, and gains the power to do so. However, even with their powers and status, the task is not as simple as it seems.

**Major Plot Arc**: Zo lives under the yolk of oppression of a higher world. Their planet is entirely dominated by the government of another, and their government is basically a puppet government, and everyone knows it. Their major resources are sold for ridiculously low prices, and the main labor forces see none of the rewards, being driven further and further into squalor. As a result, Zo wants to study Alignment history and become a politician. Their family is wealthy enough to allow this, as they are small business owners. While studying, Zo discovers they actually are a world-hopper, and are quickly catapulted into fame. However, the puppet government is wary of them. Initially, Zo is eager to join Adyn and the guild with their goal of overthrowing the Alignment and imposing a more equitable system of governance. However, as Zo learns more about the guild’s methods, they realize that things may not be simple.

**Adyn**:

**Major Plot Arc**: Adyn and Elyse have personalities which foil each other. Adyn is stubborn and somewhat prideful, but he is illogical. His story is one of a vengeful descent into bloodlust that nearly leads him to outright terrorism before his friends stop him from doing something terrible.

**Major Character Arc:** Adyn’s life is ruined when his town is destroyed, and he becomes a beggar on Olkira. He is radicalized against the Alignment as he learns their history on his homeworld and wants to completely overthrow the government. This eventually leads to him joining the guild of terrorists that his family was a part of, and he becomes the major opposition for Elyse after she escapes, foils him from the shadows, and they eventually capture her, discover who she is, and find out their goals are not aligned.

**Elyse:**

**Major Plot Arc:** Elyse is sarcastic and a bit sociopathic, but is driven by logic. Her story is one of cold truth. Much of her development happens off book, and we more or less meet her in her final emotional form. She believes that the alignment itself is the ultimate source of disparity, and thus of evil. She ultimately sacrifices herself to allow the alignment to be scattered.

**Major Character Arc:** Elyse is imprisoned after her encounter with the Demon, and she basically has 5 years to stew in her self-hatred and disappointment in her guild, which pushed her at too young an age to join their cause. The guild finally breaks her out, but she instead flees, killing one of them in the process. She wishes to end the guild, which she realizes is more of a power-hungry terrorist cabal that would likely just reinstitute their own awful government if given the chance. Her ultimate goal will be to scatter the alignment with the aid of the Demons.

**Narzha:**

**Major Plot Arc:** Narzha’s plot arc is one of sadness, anger, and overcoming overwhelming defeat. She considers herself to be responsible for the death of her people, and eventually regains the strength and courage to once more fight back to free the few of her kind who remain.

**Major Character Arc:** Narzha is a Demon who was originally in favor of closing the Alignment. She predicted the attack of the Pharphesians and took preemptive measures to ensure at least her faction could escape by fleeing to a secure location on Vylith’s home world. The Pharphesians struck swiftly, however, and only she was able to escape. Grieving, she hid there for centuries that turned to millennia, never reaching back out to the other worlds for fear of retribution if she was discovered. Eventually, living among the beasts caused her to regress to the point of being more of a deity or force of nature. When Adyn finds her, she first thinks him to be a Pharphesian and, out of spite, ensnares his mind. Upon entering his mind, she realizes he is not Pharphesian, and instead carves channels into his mind to allow her to communicate with him and inhabit his mind at will. As she watches him, she learns about the current nature of the Alignment, and realizes that she has, in him, a chance to fight back against those who killed, tortured, and enslaved her people. When she learns that some of her people are still alive (some of them tortured to insanity, others used as batteries), she pushes Adyn to seek to free them and shatter the alignment for good.