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Module 6 – Challenge: Character Creation

In *Shadow Realms*, players create their own unique protagonist, choosing from distinct classes and playstyles such as Warrior, Mage, or Acher. This customization allows players to shape their character's appearance and playstyle to suit their personal preferences. These characters won't work together, but will be available to be chosen by the player as a type of playthrough. Each character will have different strengths and weaknesses.

Warrior builds will have a high strength, which will allow for use of most weapons and armor and focuses on melee attacks. Mage builds will have a high intelligence, which will allow for learning and casting of powerful spells. However, they will be physically vulnerable. Archer builds will have a higher dexterity and allow for a quicker playstyle that requires accuracy of bow attacks.

The shadow powers of the player was not included in my sketches as I envision a filter put over the player's character to make them darker and semi-transparent. As such it would have the same shape, but appear shadow like. I don't have a good way to provide concept art of this with my drawing abilities at this time.