

The character I created is half-tree, half-man. They are commonly referred to as treefolk or treants in media such as *Magic: the Gathering*, *Lord of the Rings*, and *Warcraft*, as well as other fantasy worlds. Another modern comparison is with Groot from the *Guardians of the Galaxy* series. I was also inspired by the treefolk-like characters of the game *Pyre*. I should mention that my character would be in a combat centric adventure game.

His name is Vaer. This short name reflects his disposal of all all pleasantries and material things. He is more tree than human - simply being shaped like a man, with appendages that resemble feet and arms. He lives hundreds of years longer than humans. He has no human internal organs, aside from a brain that gives him consciousness. Even this brain would better be described as a ball of intertwined roots with electrical impulses than a human brain. He does not have a mouth to speak or consume food. Instead, Vaer roots into the ground to accomplish these tasks. Vaer must also be exposed to a certain amount of sunlight each day or risk death. By rooting into the ground, he absorbs the daily nutrients he needs and also gains the ability to telepathically communicate and control other plant matter. For example, he might command vines to wrap around a foe by rooting into the ground. If he wants to communicate to an animal, however, he must actually dig his roots into them slightly. At the end of his large "arms" are dangling roots. When he wants to communicate with an animal, he must wrap these roots around part of them and dig in slightly - not enough to cause any true harm, but enough to enter the bloodstream. Then, Vaer releases a thought pathogen through a very thin root, the animal feels a prick, and the pathogen travels through the organism's blood stream, until it reaches their brain. Upon reaching the brain, the thought is heard aloud to the organism once in their head and then the thought pathogen dies. Vaer only communicates this way when absolutely necessary. He does not do this often because it is inconvenient for him, painful or uncomfortable for the other party, and Vaer is simply a man of action, not a man of speech. It is also quite a disadvantage. If he is in the middle of a battle and needs to quickly communicate something to a party member, he has to be creative. More often than not, Vaer will simply do what needs to be done on his own rather than try to communicate or communicate through his movements.

Vaer has a unique appearance. Vaer is very tall, standing at about nine feet tall, and very broad as well. His body is wide and tough, like a trunk. There is a shallow area at the top of his head that has leaves sprouting out of it. There is also a short branch growing out of the side of his head. His face contains two hallowed out ovals that work as eyes. These have rings, like you'd see in a cutdown tree, and represent his age. I like that this is similar to how someone in real life might have old eyes or you can see someone's pain in their eyes. He also has a very long nose. Now, moving down Vaer's body you might see wormholes, nests, or scratch marks throughout. His shoulders are very broad and have leaves on them that resemble shoulder pads. His chest also has a patch of leaves on it as well. His arms are unique. They end in roots, as I mentioned earlier, but these roots can be manipulated to many different forms. He can use them as loose roots to grab onto something or to communicate with an animal, as I mentioned

earlier. He can wrap them up and form his arm into a sword like appendage. He can form them into something blunt. He can root his arms into the ground and widen his arms to create a shield for himself or his allies. I like to leave this open ended. I imagine the different forms his arms can take could be used to solve puzzles or as different attacks. Moving on, his chest and torso taper down to become a trunk. This area of Vaer's body is very long and sturdy. Towards the very bottom, where you'd expect a human's knees to be, the trunk splits into two long, but extremely thin roots. Vaer uses these roots to walk on. Because of how small they are and how large the rest of his body is, Vaer is not particularly quick at walking and running. These are also the roots that sink into the earth to eat and to communicate with plants. Pulling these roots out of the earth and using them to walk leaves Vaer feeling exposed, almost naked, as his weak roots struggle to carry his weight, but it is necessary for him to get around.

I wanted Vaer to reflect the duality of nature - both its consistency and its temperamentality. I also wanted to reflect the fact that nature adapts to and endures almost any change. His personality, which I will talk more about in the next paragraph, helps reflect nature's consistency. The temperamentality is primarily reflected in Vaer's multiple forms. Vaer has four different forms, each representing the different seasons in nature. Each is triggered by different moods or events. The major change in appearance that occurs in each form are the leaves. His default form is Summer. This is his most common form and can be seen when Vaer is feeling calm and has nothing important to react to. In this form, Vaer's leaves are the default healthy dark, forest green. The Fall form occurs when Vaer is rageful, preparing for a fight, or in a chaotic environment. His leaves become different colors and he quickly grows mushrooms out of his body. At his command, Vaer can release hallucinogenic spores in a wide, uncontained area around his body. This can be dangerous, as Vaer cannot aim these, if he has nearby allies that might also be affected. The effects of the spores are intense hallucinations that debilitate people for a full twenty-four hours and can oftentimes result in their indirect death. The Winter form is a powerful one that is triggered by Vaer's sadness, sympathy, or desire to heal others. This is a painful form change for Vaer. All of his leaves fall off and his bark becomes frosted. In this form, Vaer is more brittle and weak. However, Vaer is also able to release healing ice crystals from his arms that he can use to heal or reinvigorate allies. Vaer can also enter this form when he is damaged and use these abilities to slowly heal himself, though it is much more time consuming, being a kin to hibernation. His final form is the Spring form. This form is triggered when Vaer feels joyous, safe, and generative. This form might occur when Vaer is in town, turning in a quest, assisting a friend, or doing something that benefits the masses. The patches of leaves on Vaer's body begin to grow colorful flowers and buds and leaves turn from a dark, forest green to a light green. Vaer feels uplifted and pure positive emotion in this state. This is also Vaer's mating period. If he were lucky enough to find another of his ever rare species, this would be an opportunity for him to procreate. They would do so by linking their roots together. The commonality between these four forms - the fact that most of his body remains the same. reflects nature's consistency

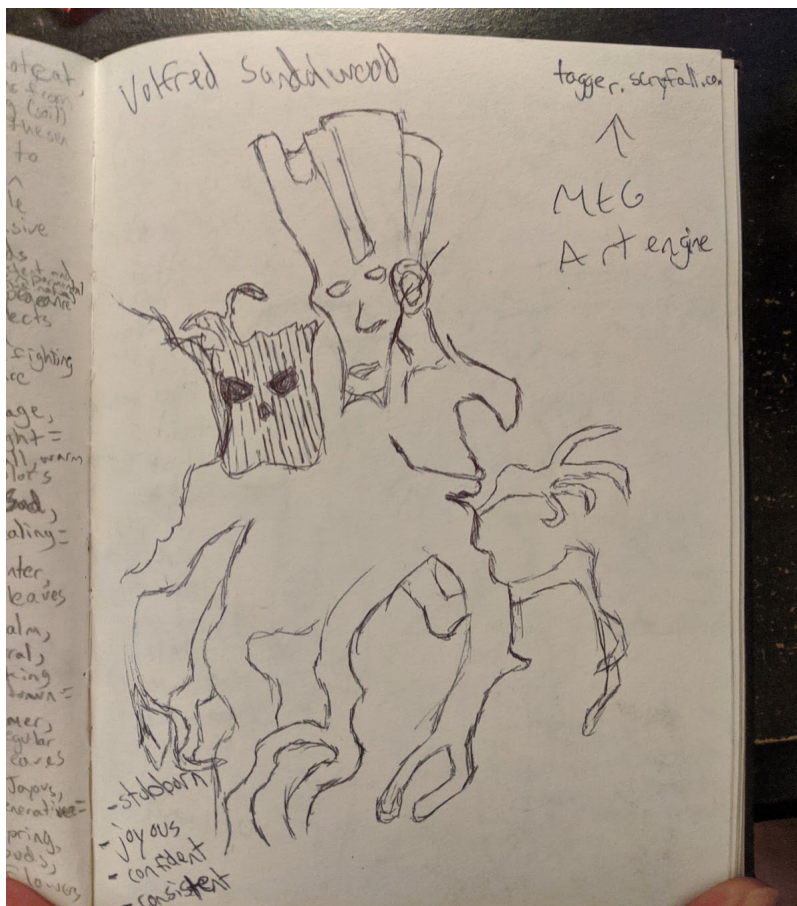
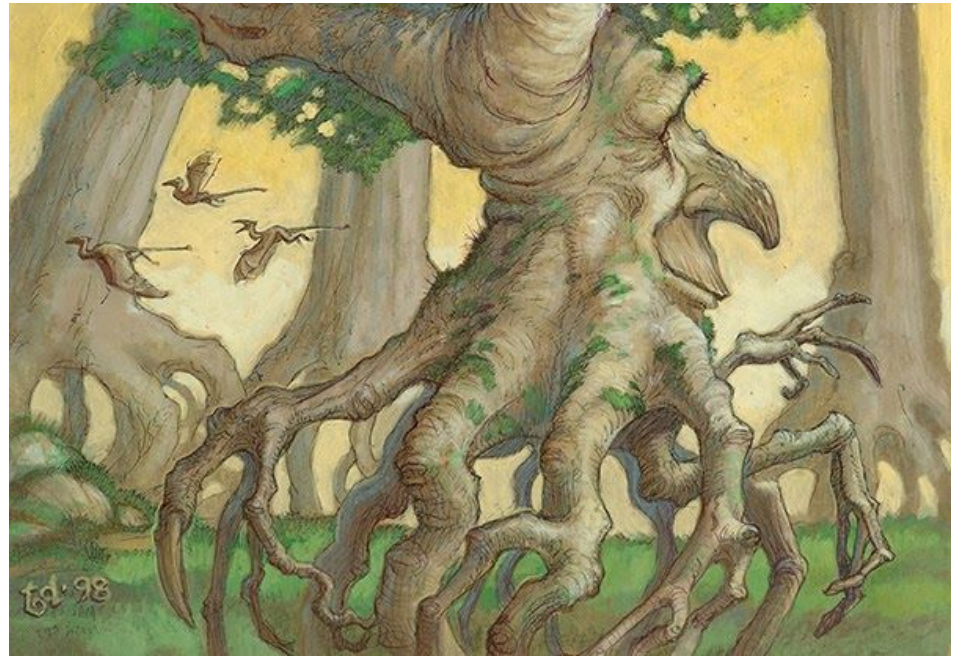
His temperament is interesting. Vaer is stoic and benevolent, though his benevolence is not always immediately obvious. Unlike humans, he is able to see the big picture. He also understands the importance of nature and works to conserve it. He is willing to make sacrifices in the short term that benefit the long term greater good. For example, if he had to destroy a

cooperation that was endangering the wild and the long term health of the planet, he would do so without remorse. Vaer is wise beyond belief and incredibly stubborn. Any human that attempts to convince him of anything will be brushed off and unresponded to. Vaer has been on the planet for hundreds of years longer than any human and will not be told how to act. Unlike most stubborn people, he is simply almost always correct because he has a wider breadth of knowledge than any human could hope for due to his much longer life.

Pro's	Con's
Multiple forms for different situation	No conscious control over changing forms
Tough, Durable	Low Mobility
Wiser than nearly any human	Incredibly stubborn
Long-term benevolence	Short-term sacrificing

Below are some sketches, plus you may also see snippets of the initial brainstorming that led me to these character descriptions. The first page here is some reference sketching based on the properties I've mentioned earlier. I included the original reference art from those games.

Reference Drawing





- Does not get
resources from
rooting coil
and the su

- Roots to
take on
immobile
defensive
stands

- Consistent
- Appears
reflects
mood
and fight
stance

• Rage,
Fight,
Fall, or
color's

• Sad
healing

Winter,
no leaf

• Calm,
neutral,
talking
in low

Summer
regular
leaf

• Joy
General

Spring
buds

Fla



ice
crystals
for healing



- Feet
are roots

- Hallucigenic
space attack

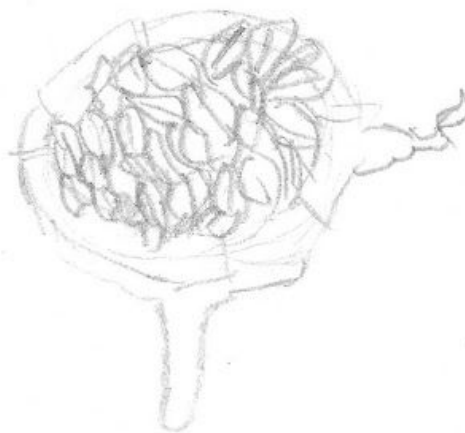


Eyes



↑
opportunity to
see age, through rings

Top-Down





-buds
-flowers

-maybe
mushrooms
only available
in summer or



-bare - no leaves
-frosted tips
-sad/empathetic

fall forms

(fall is
scientifically
based)



-rooting
allows
for commun-
ication w/
trees/plants

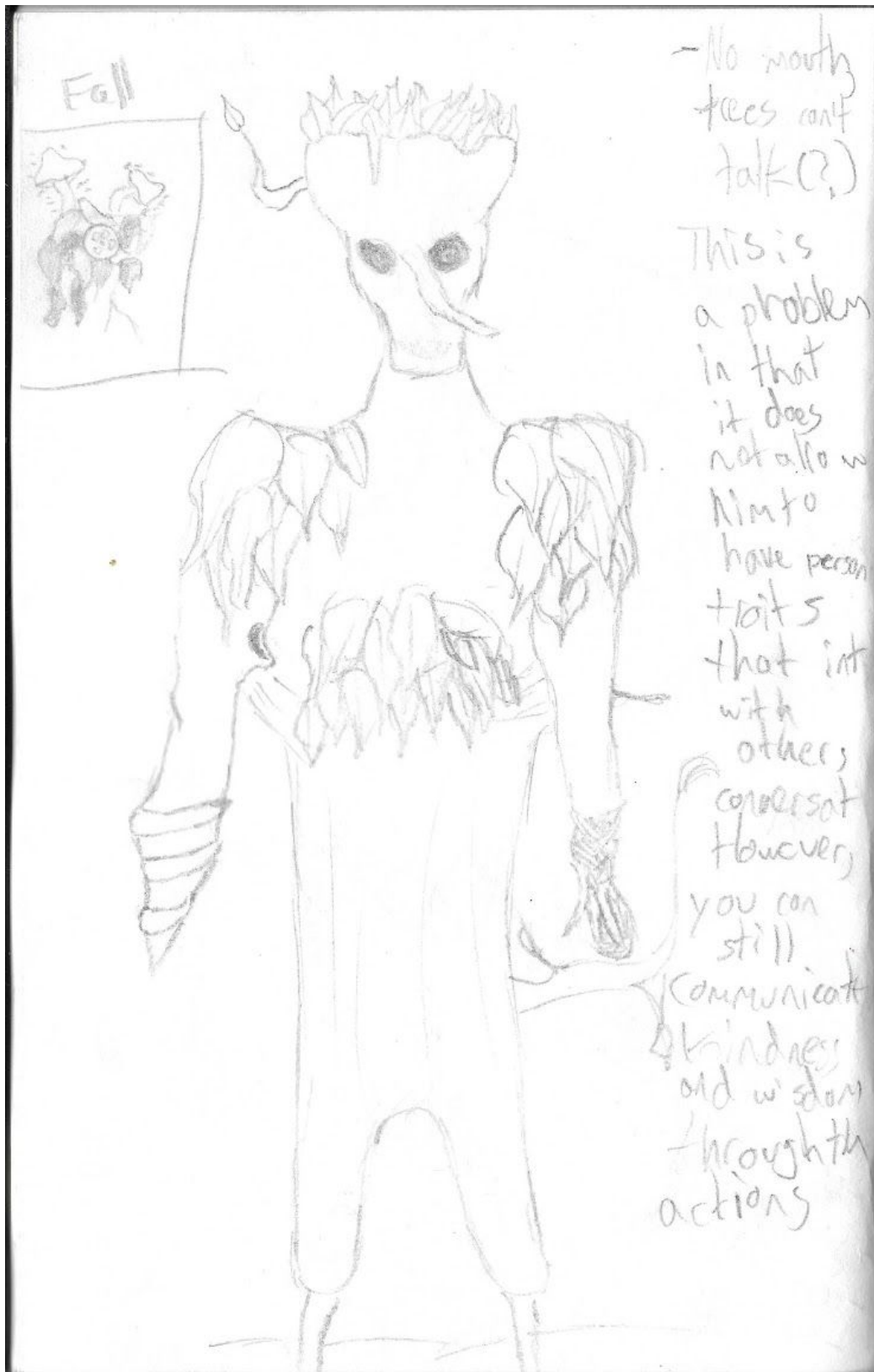
-telepathic
communication
through touch
-only when absolute
necessity

quality

direct

ionally.

air



- No mouth
trees can't
talk(?)

This is
a problem
in that
it does
not allow
Nimto
have person
traits
that int
with
others
conversat
However,
you can
still
communicate
kindness
and wisdom
through
actions