Character Sheet

**Main Protagonists**

**Male**

The Protagonist - MC-Kun – Anti-hero in the making, but a decent person if you get past his passive exterior and cynical interior. He’s lonely and wants friends, but has difficulty in actually getting any of that. He can be quite sarcastic inwardly, often dropping a wise crack or two and has a rather dry, almost deadpan sense of humor, although he usually does not voice them out. He is ofen making casual jabs, even in dangerous and even life-threatening situations, using it as a defense mechanism to remain calm during stressful situations.

Mr. President – An upperclassman who winds up taking the same courses as MC Kun, Mr. President is the president of the Urban Exploration club. He’s an ambitious, hot-blooded male badass who, despite being the sole member of that club, still goes about doing said club activities. Knowledgeable with martial arts and parkour, as well as survival.

Hobo Bro – Originally a corporate spy who got bored of all the backstabbing, Hobo Bro now lives on the streets. He can often been seen around university as an ‘adult student’. People don’t notice him, and his information-gathering skills are pretty strong. He’s a partner with investigation girl.

**Female**

Childhood Friend – Cute like a button, she’s a little on the immature part, but is popular with lots of other people at university. Around MC Kun, that cutesy, energetic image fades into something decidedly different. She wishes to preserve her relationship with MC Kun, but also wants him to make other friends…except she’s afraid that he’d leave her then, if he did get more friends. She’s the one that gets him interested in the urban myths the first place. A Genki Girl.

Student Council President – The figure that MC Kun encounters after a supernatural incident makes it clear that the urban myths weren’t just myths, the Student Council President is like a sword: pure, beautiful, and emotionless. She seeks personal salvation through saving others, and does not revel in combat. She attempts to walk down the same path that her best friend once walked down on, but, in the end, has no taste for carnage. She is decidedly more relaxed in the ‘normal’ world, but even there, she gives off the impression of a perfect, unflappable person. First becomes MC Kun’s trainer, then becomes a friendly rival of his. Da Kuudere.

Stalker Chan – Not actually a yandere, Stalker Chan works with Hobo Bro to compile all sorts of information. Some of it she sells, in order to make a living. Most of the time though, she seems to seek this information just for fun. While Hobo Bro handles data gathering, Stalker Chan uses her critical thinking skills to connect the dots. Chances are, she takes online classes, and is a bit of a shut-in. Also, she’s unhinged, and possibly sociopathic. Eventually, she will use Childhood Friend as a way to investigate MC Kun more clearly. She is aware of the ‘other world’, but has yet to get concrete information on it.

**Major Characters**

Old Man Badass – With countless military awards in his closet and having participated in over a dozen operations, Old Man Badass is the grandfather of Student Council President’s dead friend. Despite not holding any God-given powers of his own, his combat strength is still superhumanly potent. He trains Student Council President and Mr. President in the dojo at the top of a mountain. That’s his main job after retiring from active duty.

Protagonist's Little Sister - She loves her older brother.

**Antagonists**

 I was thinking that the antagonist be a character who is not quite as evil, his personality being very independent and decisive with a clear view of what he desires. In other words, a character that the protagonist aspires to be and finds similar ground with. However, the thing he desires will eventually clash with the protagonists, and despite the protagonist acknowledging the fact that he likes the antagonist, he goes up against him as a result of a choice he made (or not, depending on the player's choice lol). Even though the antagonist may hold a certain respect towards the protagonist, its his goal that threatens the protagonist's most precious thing that puts them at odds. I kinda want the antagonist to be the likeable type, which would make the player question if its really okay to fight him.

-Johnson Nguyen

I like the idea that the antagonist is some how a reflection of the protagonist, like a foil character. they would have something in common and is some thing like difference sides of the same coin. - So it's like fighting with yourself in a sense.

Another idea is the antagonist is a big force.... God, for example. Such a great feeling to surpass the limit and kill the God. I like its epicness.

:: Wan