

Protagonists					
national characteristics	name	role	actor	character description	country description
Unknown origin	Nao	central character	NaO6	He doesn't remember who he is, doesn't know what he's supposed to do, but feels a responsibility that he needs to do something very important, something that will save the world	Unknown
Close-knit society	Kue	archivist	BlueBot	Always an outcast, society didn't understand him and judged him for being different. He was always inquisitive, erudite and wanted to change the world for the better, but didn't know or understand how	The country is very centralised, there is a leader who leads the country into the future
	noname	old leader		Very conservative who doesn't want to change anything and leave the old routines behind	
	noname	teenager		Young foolish and provocative, but with a good heart and mind	
	noname	new leader		Open to new things, a leader who will show the country a new path	
	Kayel	adult		-	
	-	crowd		-	
Absence of society	D34	-	Dash	Contacting the Bluebot Nation	The country is fragmented, there is no leader, each community looks after itself. In international decisions or any mass decision is decided by means of gatherings and voting.
	Doge	-		Contacting the Hermits Nation	
	Sua	-	Dot	Conservative against change, and a campaigner	
	Vot	-		-	
	-	crowd	Dash and Dot	-	
Hermits with their own order	Mime	sensei	ClickBot	Wandering around looking for meaning, sees something wrong but can't make sense of it	Hermits, who have no country, live separately, do not touch anyone and almost no contact with others. Their land and theirs are not claimed by anyone
	-	crowd		-	