

Character Creation - Surveyor

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Process

- Brainstorm
- First Draft
- Review
- Final Draft

Brainstorming - The Surveyor/Player Character/Protagonist

Questions to ask before writing the character

- How do you imagine the character? (something simple) / Character one-line explainer
 - A depressed person yearning for an end to his pain that finds his way into the elusive chakra maya.
- What kind of character would appeal to the audience?
 - It's the pandemic, majority of the people are stuck at home, anxious and uncertain about the future. They are unable to go out and mingle with others or do the things they normally do. This is bound to make a lot of them depressed and feel suffocated.
 - A character that is stuck in a similar set of circumstances—similarly frustrated, anxious and depressed—who over the course of the story finds a way to improve his self and break through his cycle of depression, should be very relatable.
- What kind of character do the employers/clients want?
 - Someone that fits the theme of the world that has been created and that gets the players more interested in the world and hence their app.
- What do you want to do with the character?
 - I want to tell a story that would reinforce the idea that growth/self-improvement can happen for everyone, no matter how ordinary they are, or how difficult of a situation they are in, but also that such change can be difficult and slow.
 - It's just the matter of understanding the difficulties, accepting change and asking for help.
- What is the purpose of the character to the story?
 - The character will be an introduction to the world, the themes and the main driving force behind the story.

Deciding an archetype

- "The Orphan" archetype fits the character I have in mind for the story.

- A character -
 - that has **experienced** a lot of **failure**, and **loss** throughout their life.
 - that is **fearful** of **abandonment** and of the **change**, **but** at the same time **feels stuck in the vicious cycle of pain and depression**.
 - that is **ordinary**.
- Main Character Conflict: This character is caught between their desire to make things better for themselves and sticking to the comfort of what is certain.

Making the Character Unique/interesting

- Mental Conflict = Physical Conflict
 - For our character this dilemma between being stuck in a rut and wanting to be better is compounded by their physiological needs.
 - Their body is completely dependent on Amrit to survive, but consuming Amrit also harms their body.
- The character doesn't know that they can have at a better life, they think they're stuck with what they were given.
- Traits -
 - The character grew up in a very difficult environment, they had to lie, manipulate and use other unhealthy coping mechanism to survive.
 - They think this is normal behavior and prefer it.

Visualizing the character

- Inspiration -
 - Theon/reek





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Character Sheet

Character one-line explainer

- A defeated character tries

Basic info

- **Name:** {Player Decides}
- **age:** 26
- **sex:** {Player Decides}
- **Race/Nationality:** Amaravati

Physical appearance

- **Height:** 5'4"
- **Build:** Lanky
- **Face:** Scarred, Gaunt
- **Hair:** White, straight
- **Distinguishing features:**
 - Pony tail
 - black spots on his back and neck

Personality and Traits

- **Key archetype:** The Orphan
- **Reference person:** Theon Greyjoy/Reel
- **Key Traits**
 - **Flaws -**
 - Fearful
 - Stubborn
 - Vulnerable
 - Manipulative
 - Paranoid
 - **Strengths -**

- Curious
- Resilient
- Empathetic
- Open-minded
- Courageous
- Nostalgic
- **Likes & Funs -**
 - Consuming Amrit.
- **Dislikes:**
 - Working out.
 - Life in Amaravat
- **Fears:**
 - change
 - abandonment
- **Things they're proud of:** Nothing
- **Things they're ashamed of:** Not being able to save their friend.
- **Core Philosophy:** Keep living
- **Political Views:** Apathetic

Skills & Abilities

- Surveying Amrit Nodes
- Relatively High physical strength

Background

- **Backstory:**
 - Abandoned by their biological mother when they were five, they were left to fend for themselves.
 - They were taken with other kids in by one of the administrator run worker compartments.
 - (This is where kids not looked after by anyone are taken and then are trained to become surveyors, engineers,

miners, Technicians, Operators to further help in Amrit extraction.)

- They weren't very social with the other kids, but they were curious and that helped them stay out of trouble and made a few friends with the other kids with the same inclination.
- One such a friend grew very close to them, and as they sat through classes and training together, they became fond of each other and eventually developed feelings for each other.
- The protagonist had lots of trouble completing their classes, but with their friend's help they were able to pass and join the surveyor department with them.
 - Surveying is a difficult but rewarding job. Members of the surveyor expeditions get paid well, but the on-job fatality rate is quite high. This is because venturing deep into crevasses and caves is fraught with dangerous hazards. The deaths could be due to cave collapses, gas leaks, falls, but most of the fatalities come from surveyors unknowingly venturing into the warp and never returning.
- However, despite the dangers, the protagonist, and their friend always manage to come back. Instead of making a living, they party with what they earn and repeat, always espousing the belief of living over surviving.
- This happens until the day, when only the protagonist makes it back, losing their friend to the tendrils of the eternal warp.
- They don't take the death well. The grief and the feeling of abandonment overpowers them, and even losing themselves in the job doesn't help. This sends them into bouts of depression.
- It gets bad enough that it begins to affect their work, and eventually they're kicked out, forcing them to move to one of the lower floors, and surviving on administrator handouts and working petty jobs.
- They try to make the best of the new setting, but change comes with difficulty and mistakes force them back into a corner. They want to move past the grief, but fear of change and uncertainty.

- The cycle of depression feeds on the new-found stagnation and on the protagonist's anxieties and fear.
- Tired of the constant pain, they make a decision to go into the warp and look for their friend. Half wishing for death and an end to their pain.
- **Significant Life Event:**
 - Abandonment by biological mother.
 - Death of a loved one.
- **Education:** Surveyor school
- **Cultural Influence:** Lower Floor Culture
- **Religious Beliefs:** None

Relationships

One Key Relationship (friend/enemy/romantic):

- SAI 0525 - (apathetic friend)

Family Dynamics (supportive, estranged, etc.):

- Biological Mother: Hate

Character Arc

Initial Situation (who are they at the start?):

- A broken, tortured soul that is caught between their desire to move past their past trauma, and their inability to leave the sickening comfort of depression. Their perspective is veiled and fouled by its effects and by other emotional pain.
- In the hopes to make it right, and to possibly end their pain, the protagonist decides to enter into the warp, either hoping to find their lost loved one, or at the least finding peace in the eternal silence of death.

Challenges/Conflicts (what do they face?):

- When the protagonist enters the Warp they are transported to Samsara, where they find themselves in a crumbling city infested with

demons.

- They are forced to deal with the situation and survive, but to do so, they need to deal with their fears, grief, and guilt. They need to challenge their perspectives and move past the of seeking peace in death.
- In the confines of the warp and the forlorn city, death doesn't seem to be the easy answer they were half hoping for, so they try something else.

Growth/Change (how do they evolve?):

- Slowly, over the course of the story, the character is able to improve their condition.
- Both their mind and body are able to free themselves of their respective and metaphorical shackles signifying their independence and self-reliance.
 - The body, by the end, no longer requires Amrit to sustain itself.
 - And the character is able to recognize, accept and finally get past the trauma.
- This growth comes with the encouragement, guidance, and help of the character—SAI 0525.
- **Strengths that help in growth:**
 - Resilience
 - Curiosity
 - Want for change
- **Weaknesses that keep them from growth:**
 - Fear of change, Uncertainty
 - Manipulative liar.
- **What has the character learnt?:**
 - Learns that it's okay to ask for help and to be dependent on someone else.
 - Learns to deal with emotions.
 - Learns to let go of the past and to move on.
 - Learns to harness Amrit in a healthy way.
- **How will they change?:**

- They improve their physical and mental health.
- They gain a want to help his fellow Amaravatis.

Motivations

- Motivation at the start of the story -
 - To find an end to their pain
 - To find a way out of the Chakra Find a way out of the Chakra Maya.
 - To find their loved one.
- Motivation by the end of the Story -
 - To activate the shield around the city of Samsara.
 - To survive.
 - To escape and find their way back to Amaravat and bring about change, by helping others realize the same.
 - To get rid of their dependency on Amrit.
 - To find fulfillment and satisfaction in life.

Other info

- **Occupation:** Amrit Node Surveyor
- **Relationship with occupation:** Ambivalent
- **Health ailments:** Suffering from the degrading effects of gamma capsules and Amrit in general.
- **Place in the world:** Lower class, blue collar worker
- **Quirks (unique habits or traits):**
 - Collecting memorabilia
 - Restlessness
- **Can they handle spicy food?:** No.