

Fenn, he/him, 12

- **Game Role:** Player, protagonist
- **Introduction:** In a tall, empty forest, Fenn wanders around. “Please, help us defeat the pandorcs!” Fenn says, in a voice that vaguely sounds like an old woman. “Don’t fear! I will save this village,” Fenn responds to himself in a deep voice. Fenn whispers a chorus of thank yous, before running off to a large boulder, a sharp stick in his hand.
- **Who they are:** Young creature known as a sket from the middle-of-nowhere region of Navetta. He dreams of becoming a well-renowned Knight of the King’s Council, serving and protecting the Kingdom. He is a huge fanboy of the Knights.
- **Motivation/Their Story:** Fenn was saved by a knight when he was a child, and has since dreamed about becoming one. Above all else, he wants to help others (he thinks being a knight will help him achieve his goal).
- **Voice Line:** “Do you need help? I can help!”
- **Defining Details:** He keeps a journal/notes about all the knights. He’s got a sweet tooth and his favorite snack is peach slices with honey. Wears a cape he made himself. Hates music because it “distracts from his adventuring.”
- **Insecurities:** Hypocritical (tells others to do things he does not do). Optimistic/empathetic to a fault. Believes he’s less than everyone else, and wants to be a knight out of spite (he doesn’t realize this).
- **Background:**
 - Comes from: Navetta (middle-of-nowhere, farmland)
 - Species: Sket
 - Currently Lives: with his very large family at a ranch

Az, she/they, 19

- **Game Role:** NPC Companion character
- **Introduction:** Az hammers on a long, thin piece of metal. She wipes sweat from her brow. She switches her tool and starts carving into the blade. It's slow, but she doesn't mind. Hours pass as she loses herself in the work.
- **Who they are:** The blacksmith apprentice and daughter of Abdullah, Knight of Smithing. She's very talented, but laid back and aloof. Unfortunately, she's often held back by her asthma.
- **Motivations/Their Story:** She loves blacksmithing, but doesn't want to let it show. She pours her heart into forging weapons, when she can. She feels her asthma is holding her back and she hates it. She hates how others worry about her and view her as fragile. Dad sees her as a child and worries like crazy, but Az knows she can handle herself.
- **Voice Line:** "Nah, don't worry about me. I'm good."
- **Defining Details:** Carves calligraphy into weapons. She loves collecting bracelets. She has a hearty and warm laugh.
- **Insecurities:** doesn't believe in herself, hates feeling weak or incapable. Thinks others pity/worry about her. She's frustrated that she cannot follow in her Father's footsteps.
- **Background:**
 - Comes from: Kuva (arid canyons and deserts)
 - Species: Driskan
 - Currently Lives: in the palace, since she's the daughter of a Knight
- **Dialogue Styling Rules:**
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Winston, he/him, 16

- **Game Role:** Antagonist
- **Introduction:** Winston stands in his yard, a snowy waste pile beside him and a large machine in front of him. He tinkers with the machine, and a few moments later, it spits out a small snowman. The snowman grins and waves at Winston, but Winston grits his teeth. “No. *No*. Not good enough!”
- **Who they are:** The hot-headed Wizard of Ice Makers, son of the powerful Wizard of Ice (his Mom). He feels like he was cheated, having a power tied to a device.
- **Motivation/Their Story:** His Mom is basically an engineer of icy things. He wants to surpass his Mom’s reputation because he’s insecure about his abilities. He doesn’t see the value in his own skills. His mother is kind and loving, except extremely busy, which Winston perceives as cold and neglectful.
- **Voice Line:** “Leave me alone”
- **Defining Details:** Wears a hand-made parka from his Mom. HATES ice cream (lactose intolerant). Loves detective novels and radio novellas.
- **Insecurities:** doesn’t believe in himself. Desperate to prove himself, especially because he believes he hasn’t yet. Wants to be “cool.” Frustrated because he feels he cannot live up to being his Mother’s son, despite having a different skillset.
- **Background:**
 - Comes from: Lumin (snowy, mountainous)
 - Species: Vellan
 - Currently Lives: with his mother, in a cottage in Lumin
- **Dialogue Styling Rules:**
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