

Main Character:



- **Name: Laila**
- **Other defining trait outside of personality (age, gender, looks etc):**
 - 19 years old girl. Thin out of starvation. Sharp eyes. fast on foot. Usually disguises as a male to attract less attention and to be able to get information anonymously.
 - Has marking on her forearm but covers them all the time.
 - Paint her face to have the visuals of someone who has made more crimes.
 - has a postcard with drawing from a scene from the other side of the Portal. Steals to survive and out of habit.
- **Core personal motivations:**
 - Wants to leave this place and off to an adventure. Desires Freedom. Has been dreaming of the unknown behind the portal. she is prepared to get burned if that is what it takes to go there.
- **Personal beliefs:**
 - No one helps you out of the goodness of their heart and if something is there without care it is to be taken.
 - You must fight to survive.
 - Debts will come to be collected at a much greater cost.
- **Core flaws:**
- Can not ask for help. Does not rely on anyone else and refuses to be indebted. Not patient.
- **How does the character view themselves:**
 - Alone, nowhere to belong, doesn't need anyone. Capable. Smart. Warrior, not kind
- **What is actually true:**

- There is a place and a person where she finds safe. Hates to be indebted. Is afraid of dying in cold and alone. Afraid that she is going to be consumed by the fire. Fast, smart, usually kind especially to animals and children
- **Personality traits:**
- **Background:**
 - Her sin is that she stood silent and watched as her childhood friend was being kidnapped. She was scared that she too would be hurt so she just watched in silence. She said nothing to anyone. Even to the parents of the boy who were searching for him. His body was found days later. Torn and defiled by clear signs of sacrificial black magic on it.
 - Her markings are for betrayal. The betrayal to the boy and to his family. For the silence that cost him his life and his family everlasting misery.
 - She Collects maps and trinkets. And has a dagger. There are small tattoos of stars shaped on her forearm. She covers them with wearing long sleeves or bandages.
- **Important relationships to other characters in the game:**
 - There is a man named Barda (meaning a fence, wall, or protective barrier) who has a small shop selling trinkets. He caught her hiding at the end of the valley when she was thirteen with bloodstained clothes burning with a fever. he hates how the system is poisoning the minds of people towards wickedness and cruelty. he took her in and gave her food and place to stay as long as she wouldn't steal from him and his costumers. She considers this place temporal. That she is only there to collect enough money to leave. Through working in the store, she learns the price and value of trinkets.
 - She has a friend. Her only friend. A big friend an armadillo named **Nino**. It is also the reason she stayed with Barda. He gave the little one who was just a few days old to her when he found her. In the hopes that protecting the little one would help her get better herself.it worked. They are basically inseparable.
- **How do they speak:**
 - Human speech. Usually, short phrases and she snaps with her words . Mimic the voice of a man. The animals make sounds
- **Body language:**
 - She clenches her arm as she thinks about burning by the portal.
 - Walks controlled. Always conscious of her surroundings.
 - Walks slow and graceful to project strength and wealth to not feel out of space in wealthier parts of the city (to steal without attracting attention)
- **Defining habits:**
 - Does the fake tattoos and covers herself mostly.
- **Any item(s) they carry that are important for their character:**
 - Always carry a dagger
 - two-way cloak, that looks fancy and the other modest for the other part of the city.
- **Examples of catch phrases (and barks):**
 - I have been born to race

- o Faster Nino, lets fly
- o Bye bye old man
- o I am just getting started
- o I thought you would never come
- o Seems you are still sleeping
- o Get away from me
- o You smell awful, did you shower in a swamp or is that natural?
- o Please don't talk, you need a dentist asap!
- **Examples of how they would react to different situations: (Example: A fire breaking out).**
 - o In case of fire she would grab her cloak (her dagger would be on her body anyways)and run to her armadillo(Nino) to make sure he is fine. Would grab what she can and stay away from the commotion.
 - o If she sees someone stealing from the weak, she ignores it. It is a harsh land anyways. But may give them some money or food afterwards especially to children.

Other characters:

Barda



- Name: Barda (meaning a fence, wall, or protective barrier.)
- -has a trinket shop
- -strong and not talkative much
- -careful and watching
- -growls under his breath

- Takes care of her without too many questions. especially when she is sick

Rider1:



Wild Boar



-
- Big Max
- The big max that is not scared to use wickedness and wants to get rich and powerful. It has already merged with wickedness. He always uses wicked tools. Has an eye of caramel color instead of white. Wears shoulder armour and look like a punk. Always has a flail with him. Main attack form is by using that to attack the animal or the rider with it or picking trees and throwing in the way as obstacles.
- Always talking about how great he is to anyone listening. talks a lot, laughs a lot and make fun of people.
- rides a Wild boar that can be distracted by loud sudden noises.
- Barks;
 - -was that supposed to do something
 - -you are just a big baby
 - - you are not even worth your weight.
 - - Armadillos scales will sell quite well. don't mind if I take it off of it's corpse.... no matter you will be gone as well
 - -you will pay for this. just weight you retarded worm
 - -I'll savour the ring of your screams.

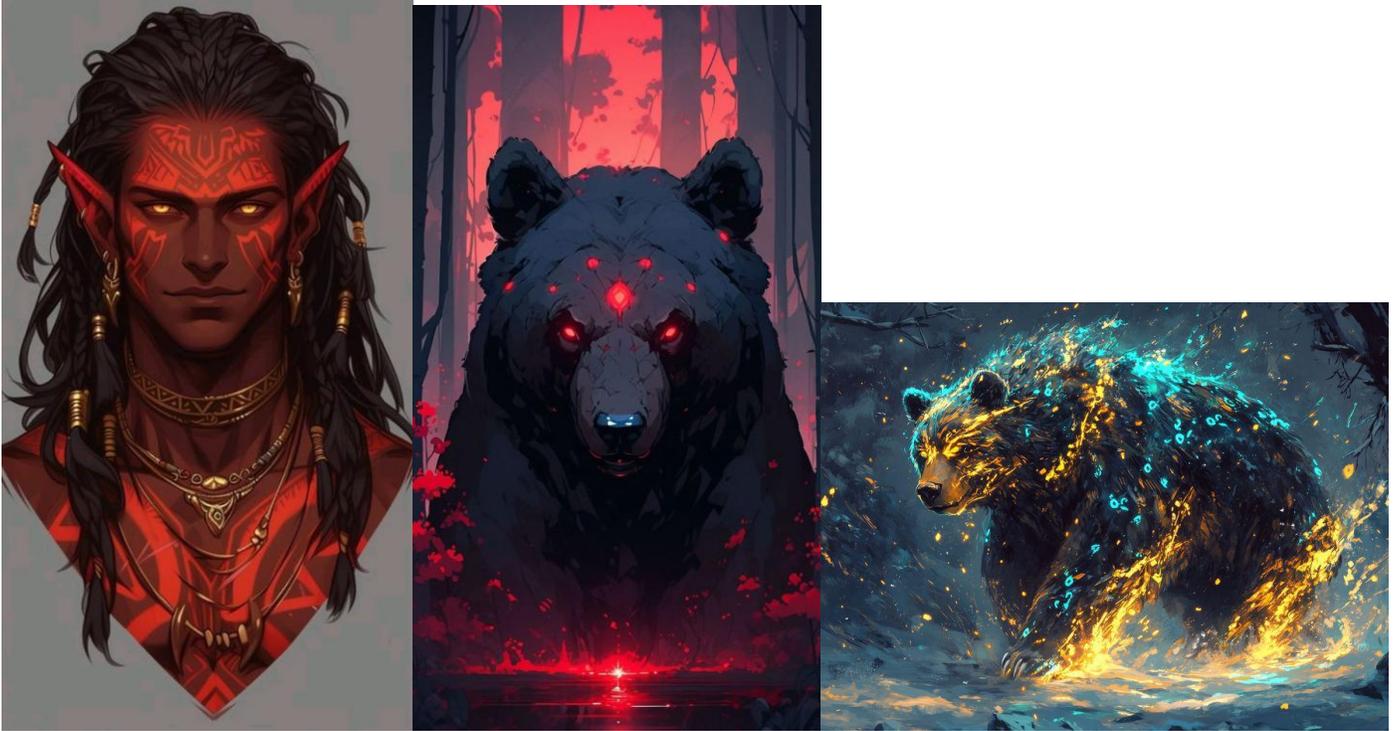
Rider 2:



- thew rider is fast and loves jumping. jumps over the obstacles and they are fast to change direction. is more into the sport than to winning. will not risk hurting his animals. usually trains and sells the animals to other participants.
- His weapon is a flute that when he blows to it makes the targeted animal gain a lot of speed. If used during trail turns, usually the animal crashes without being able to make the turn. It can also be used to lead the animals towards directions like making them go right and hit a tree.
- He himself is like an animal and may bite.
- Has strong connection with animals. Can reduce the rage and hostility of other animals.
- Personality; mischievous. Likes to trick people. Plays for fun.
- Talks with a sharp loud voice. Lots of rise and down on the voice.
- Walks playful and fluid like a dancer.
- gives feedback during the match. talks a lot to its coyote.
- Animal: young and fast Coyote
 - -can be distracted by food(main distraction)
 - -scared of extra loud noises.
 - -if enraged will prioritize revenge over winning. And the revenge will take longer than other animals.
- Barks:
 - -oh no sparkyyyyy not that way. come back
 - - good boy. that's the
 - -haha get thaaaat. How do you like the speed?
 - Oh nice crash.
 - Let me help you a little.
 - Maybe you can win with a litttttle extra help.
 - Oh no. Some are not meant for speed.
 - -yuhuuu look at that speed
 - -it is not time to eat you greedy boy.
 - - you monster. how could you do this

- - have you no shame?
- - come on (coyote name) show these fools how to fly
- I'll bite of that pretty head of yours (when angry)
- Banter cry:
 - Howling alongside the coyote and show facial and body expression like biting.
 - Moving his body. Stretching and giving grins to others. Caressing the ear of the coyote.

Rider 3:



- The Blaze weaver:
- Sits tall with arms crossed.
- He is a master of fire. That is how he got his tattoos. By setting fire to people and planning the burn track so that the victims wouldn't be able to leave and burn to dust. Cruel yet respects the ones who give him a good challenge. When fighting against him you need eye protection.
- His favorite fighting style is to increase the temperature little by little so that the ground gets too hot without protection. The animals will overheat and need water to continue.
- If the ground has water on it they will evaporate and get steamy.
- He rides a Black bear with tattoos. The tattoos are the result of the embossing of magical stones. Looks scary.
- The black bear is blind. It will follow the sound of the rider and the noises the other animals make so it will find you and attack you if you make too much noise like by crashing to objects.
- When fighting against the black bear if the riders bark it will also get the attention of the bear so riders usually keep their silence. The race is intense as many lose their lives through this race by being crushed by the black bear.
- If you get noticed by the black bear your best chance is to overspeed it and make another rider the target by forcing them to make a greater sound. like crashing to something. Then the black bear will be busy tearing that rider and animal up.
- This is the climax. While a sad music is being played and you know what you have done. You have sacrificed another person and animal to save your own.

The last music in this:

<https://www.youtube.com/watch?v=NoFfgJbkl-o>

Barks:

-you'll burn so beautifully.

- I await the crushing sound of your little nozzle.

-the whimpering sounds you make will be the music to my ears

-now, now Black, we are patient aren't we. (growl sounds)

-run darling, you run beautifully, can't wait to hear the crushing of your bones.

- you can't run forever

- I'll crush you slowly, painfully and to the very last bone.

-shame we didn't get to taste you this round(ending banter)

- (laughs and sits calmy as his bear rips apart the poor victim)