

Character Profile Worksheet

Basic Statistics

Name: The player may choose from:

- Fem- Alessandra
- Male- Aegeus
- Player's Choice

Age: 17

Nationality: Greek

Hometown: Cephalonia

Current Residence: Cephalonia

Occupation: The player may choose from these options:

- Farmer
- Carpenter
- Hunter

Talents/Skills: The player may choose one trait:

- Skilled fighter
- High intelligence
- Increased strength

Birth order: MC- Oldest, Antreas- Youngest

Siblings (Little Brother): Antreas

Relationship skills: The player may choose one trait:

- Total dork/awkward
- Introvert

- Extrovert

Physical Characteristics:

Height: Male: 5ft'9 Female: 5ft'7

Weight: Male: 165, Female: 145

Race: Greek

Gender: Choice of Male or Female

Eye Color: The player may choose from these colors:

- Brown
- Black
- White
- Green
- Red
- Blue

Hair Color: The player may choose from these colors:

- Dark Brown
- Black
- Light Brown
- Blonde
- Red
- Green
- White
- Yellow

Skin color: Tan, Custom available as well.

Shape of Face: The player is able to shape the characters face to their liking.

Distinguishing features: The player may choose from these options:

- Scar above right eye
- Scar above left eye
- Scar across face
- Scar on cheek

How does he/she dress? -The player is able to customize their attire based on items obtained in the game.

Health: Healthy and strong as an Ox.

Hobbies: Horse Riding, Archery, Sword fighting, Reading, Exploring.

Style (Elegant, shabby etc.): The player may choose from these styles:

- Modest.
- Elegant
- Poor

Greatest flaw: To trusting.

Best quality: Loyal to a fault.

Intellectual/Mental/Personality Attributes and Attitudes

Educational Background:

- Learned from their parents on basics and farming.

Character's short-term goals in life:

- To defeat the threat at hand.

Character's long-term goals in life:

- To protect those, they care about.

How does Character see himself/herself?

- They do not see how they can perform all of these feats as they are a simple farmer.

How does Character believe he/she is perceived by others?

- Rather awkward and they doubt their capabilities as well.

How self-confident is the character?

- Not very self-confident in the beginning but they gain more confidence later in the games.

Does the character seem ruled by emotion or logic or some combination thereof?

- The character is more moved by logic, but they have their moments when they are ruled by emotions.

What would most embarrass this character?

- Being praised for their feats in front of them.

Emotional Characteristics

Strengths/Weaknesses: Rather neutral and tries not to let things affect them.

Introvert or Extrovert?- Players may choose from either.

How does the character deal with anger?- They fight monsters and channel their rage when fighting enemies.

With sadness?- They are very stoic and tend to not show emotion, however, when overcome they may cry.

With conflict?- They become very analytical and think of the best outcome.

With change?- Very accepting.

With loss?- They will grieve for days and will be emotional.

What does the character want out of life?- The player may choose one option:

- Live in peace
- Continue to fight

What would the character like to change in his/her life?- The beginning of their quest in which they lost their parents.

What motivates this character?- Player may choose from:

- Protecting those that cannot protect themselves and their families as well.
- Greed

What frightens this character?- Failing those around them.

What makes this character happy?- Being with friends and family.

Is the character judgmental of others?- No

Is the character generous or stingy?- They are generous and would be glad to share their wealth.

Is the character generally polite or rude?- This is based on the player's choice of dialogue.

Spiritual Characteristics

Does the character believe in God?-

- They believe in the Greek Gods.

What are the character's spiritual beliefs?

- Greek

Is religion or spirituality a part of this character's life?

- Yes

If so, what role does it play?

- They worship the Gods and provide offerings when entering certain domains and help to ensure safe passage.

How the Character is Involved in the Story

Character's role in the novel (main character? hero? heroine? Romantic interest? etc.):

- Main character/Hero/Heroine

Scene where character first appears:

- Opening scene/prologue

Relationships with other characters:

1. *Antreas* – This is the main character's younger brother. Their relationship only strengthens after truths are revealed later in the game.

How character is different at the end of the story from when the story began:

They have become stronger, both physically and mentally. They are not as shy as before and have gained more confidence with each quest and feat that was completed over the course of the story.

Additional Notes on This Character:

The character is working towards defeating the legendary Giants that seek to destroy everything they touch. After losing their parents and being tasked by the Gods with this quest and are working toward liberating those around them and saving the people of Greece as well. The

character's choices and appearance as well are in full control of the player as they are able to mold the character to their liking.

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