

TRISTAN WOLF, the Silent Emissary

Gender/Occupation:

Male, Emissary

Character Summary:

A focused and troubled boy with the burden of the world on his shoulders and not enough control to keep himself stable. As an emissary, he has ventured across hills and plains – he's experienced what's at stake if the planet loses its vitality. He succumbs to unbearable guilt when he tries to break free from his predetermined path and seeks freedom from his life.

Backstory:

Tristan grew up in a big city that was the highlight of art and agriculture – it was the city that everyone strived to live in. However, his parents were brutally murdered in a science experiment from the government that tested humans for their new invention. He had to leave the city and attempted to live in isolation in order to protect himself from the government, fearing that they would turn him into a tester, as well.

However, Tristan's childhood was not filled with complete loneliness. As a child, he befriended a giant that became his best friend. Together, the two friends moved from village to village, from city to city, trying to survive on what they could.

In a climactic battle to protect Tristan, the giant faced off against a strange monster that was assumed to belong to the government, who presumably wanted to use Tristan as a tester for government projects, as well. The giant protected itself from its death by teleporting into a different realm, unknown to Tristan. Tristan has not seen him to this day.

Tristan has become a silent emissary working solo – he plans to keep the world safe until he can find the giant that he befriended, so they can live together in the world that they see fit.

Artist's Notes:

Tristan is relatively short, has spiky black hair, and wears sturdy armor under his clothes. He has calm, but intimidating wolf-like red eyes. He's strong, but not over-confident in his abilities.

VILLIA MOSSWOOD

Gender/Occupation:

Female, Ex-Soldier

Character Summary:

An incredibly blunt and sarcastic girl who excels in battles as much as in sophistry. She was an ex-soldier for the same government that tested Tristan's parents, to which she tries to keep a secret from. She's not afraid to deliver the truth, knowing she might be hurting someone. Despite this, she does her best to make her own life worthwhile and wishes to protect the planet.

Backstory:

As a young girl, Villia grew up with and took care of her older sister, who was hexed and was destined to die a painful death. Her obligation to protect her sister at such a young age left Villia with a tough exterior and has allowed her to embrace any danger without fear, and force her to take her battles head on.

Villia trained constantly in order to protect her sister from any danger. However, she met her match when the government threatened to cut her life short unless Villia worked for them. She followed orders involving experimentation and war battles. In time, she gained a lot of respect from the people of her homeland, as they saw her as more than just a pretty face.

However, when she disobeyed orders that involved killing a child, her sister was murdered before her eyes. Her unwillingness to succumb to such actions has given her resentment to all soldiers. Unlike most other people, Villia knew that there was no way to bring her sister back, and had no choice but to accept her death.

Villia became a fugitive of her homeland and has lived incognito for years, believing that the government is still looking for her. She now lives by her own rules and seeks to live life to the fullest and live happily, as her sister would want her to.

Artist's Notes:

Villia is a gorgeous woman with luscious black hair and is nearly the same height as Tristan. She has green eyes and wears armor equipped with high-tech weapons. She takes on a proud stance and wears a taunting smirk.

COMMANDER WALKER

Gender/Occupation:

Male, Military Commander

Character Summary:

As the leading commander of an entire military squadron, Commander Walker demands perfection and obedience from all whom serve under him. One to never say “please” or “thank you,” he commands his men with intimidating threats and a powerful voice that gets everyone’s attention. He’ll do whatever it takes to satisfy his reign as commander and hopes to one day, be the most powerful man in the world, even if it means sacrificing others to put himself at the top.

Backstory:

Walker lived a normal life as any other won of bounty hunters would. He traveled on dangerous adventures with his father and has seen many giants and other creatures unwanted in the human universe killed with the stab of an arrow and the slash of a knife. He remained unaccustomed of the fighting lifestyle into his teens and ran away from his father to live his life in peace.

In his teens, he fell in love with a gorgeous woman who showed him how to live in peace and away from the natural violence that results from human destruction. Soon enough, they were engaged to be married on the first day of the New Year.

However, the couple did not anticipate Walker’s father to intrude on their love and try to break them up. His father sent his fellow bounty hunters to attack Walker’s fiancé and she was inevitably killed. Filled with rage, Walker killed his father and all of his men.

Amazed by his own ruthlessness in murdering his own blood, Walker began to train with military soldiers (incidentally living the life his father wanted for him) and his concept of peace became a distant memory. He vowed to himself, and to his fiancé, that he would become the most powerful man in the world, thinking that he would never be as helpless as he was when his fiancé was killed.

Artist’s Notes:

Commander Walker has a tenebrous yet bold presence about him. He stands with confidence and never shows a hint of doubt in his face.

BARTHOLOMEW GORRO

Gender/Occupation:

Male, Writer

Character Summary:

This soft-spoken boy presents himself as a starving artist – he lives for his craft and feels useless without his writing. He generally puts himself out of fight and prefers to help people than harm them. His nervous nature causes him to trip over his words, talk to himself, and act awkward in front of other people. As an outsider looking in, he's gained knowledge of others' techniques, but will never use them for himself.

Backstory:

While all other kids were playing in the wide-open field, Bartholomew spent his whole life perfecting his craft. He was constantly bullied for his awkward nature and taught himself rather than attend any sort of public institution. For this reason, he's become well-versed in philosophies and has developed creative skills beyond his culture's expectations.

Bartholomew used to write about his life experiences and his relationships with everyone – from the people who bullied him to the people he always dreamed of meeting. Behind this young artist is a boy who yearns for adventure, but is too afraid to pursue such an act.

Artist's Notes:

Bartholomew naturally stands in a slightly hunched position and his clothes are a bit ragged, but he wears a classy monocle to hide it. He takes small steps and his eyes are always on the move unless they're on his paper.

OPHELIA SNOW

Gender/Occupation:

Female, Villager

Character Summary:

This mysterious enchantress swerves from one village to the next, causing havoc through clever and nasty manipulation. Although she commits despicable crimes for the sake of pleasure, she more often than not refuses to attack Tristan unless he gets in her way. Although her intentions can be foggy, it is clear that she is looking after herself.

Backstory:

Ophelia grew up in a family that moved from one place to the next, in fear of being sent as experiments to the government. Through her adventures, she has a small affinity for giants, and became infuriated with how they were treated by some humans. As a result, she began to cause pain toward all humans in vain of the giants.

Her secretly sadistic nature makes it hard for others to decipher her intentions and discover whether or not she plays a role in their havoc. In any case, she's gotten away with many of the crimes she has committed by blaming other humans.

Artist's Notes:

Not over-sexualized, but a very sensual and lustful appearance that draws any living creature to look at her twice. She has luscious black hair, and laced gloves.

HUNTER MORTUS

Gender/Species:

Male, Chimera

Character Summary:

He is the assistant to Military Commander Walker and is the first to hear of any news within the world, and will report it to his commander immediately. He obeys all orders, although he may disagree with Walker's decisions, unknowing of his past. He is an extremely respectful assistant who says "Sir" and "ma'am" and would rather make suggestions than commands. He is the only known chimera that is left on this planet, which makes him a threat to the human race.

Backstory:

Hunter is half-human and half-serpent. However, his snake-like appearance can be easily hidden, so he passes for a human from a first glance. He has spent most of his life running away from villages as a fugitive – when he was found out, he was almost always killed.

Once Hunter was caught by Commander Walker, he was almost tested on as an experiment for some of his inventions. In order to keep himself alive, Hunter promised his undying loyalty to the Commander and would do whatever it took to fulfill his own goals, even though he did not know the Commander's attention.

By sparing his life, Hunter and Commander Walker have built a solid relationship. They share an intimate relationship that most people believe Walker would never have.

Artist's Notes:

Hunter wears a uniform similar to that of the military soldiers. He has a calm and subtle demeanor that remains reserved.

BLAKE PILLAR III

Gender/Occupation:

Male, Salesman

Character Summary:

An overexcited and greedy salesman who speaks very quickly and with long sentences. He travels across every village and is the main person Tristan will buy items from for battle. He'll move from village to giant cities, as he has a sixth sense for where the money is going to be. His brother was kidnapped by bandits and he hopes to make enough money to buy him back, which is why he's passionate about his occupation.

Artist's Notes:

High-energy and slightly-jittery. He wears a number of outfits depending on where he is selling, blending in with the culture.

SUGTHER

Gender/Occupation:

Male, Grave Digger

Character Summary:

A grave watcher and grave digger who works only at night. He doesn't speak very much, but does so in slow and halted speech. Although his job is to keep the dead safe from any robbers, he ends up digging them up himself, trying to find his friend who he believes is dead (when in actuality, the friend ran away from him.)

Artist's Notes:

Hunched-back and pale from the lack of sun he gets. He moves sluggishly, dragging his feet across the soil, and his eyes are slightly dilated.

E'SYNTH

Gender/Species:

Male, Giant

Character Summary:

A giant that takes the form of a machine and is hidden in a secret area, where no one has ever seen him. His appearance results from being an experiment that was used by the government however remained incomplete. As a machine, he has visual access to the whole world and sees all that goes on. He is very profound and is more convincing in his arguments than just making hollow threats.

Backstory:

E'Synth is believed to be the very first giant to come into existence on the planet. His peaceful exterior and inability to cause trouble made him likeable to even humans at the time. He befriended a group of men who had power over the citizens and worked to keep the world safe.

However, jealous of the influence that they had over the planet, Commander Walker intervened and challenged his men to war. The blood-raining battle resulted in the loss of E'Synth's men and E'Synth himself was dictated to becoming an experiment for the use of the commander.

The experiment failed and E'Synth broke free, although still resentful that the Commander killed his men. E'Synth was consumed by rage that inevitably drove him insane and he became a danger to everyone. Now he wishes to avenge the death of his men by brainwashing giants and using them as new soldiers to destroy the world that is ruled by Commander Walker and everyone in it.

Artist's Notes:

His first appearance is as a giant futuristic, bronze machine with all sorts of gears and chains that operate like no other machine. However, there is a spherical glass placed in the middle of the machine, where a giant green eye is held. Once he breaks from the machine, he looks like every other giant, except his body is still made of bronze.

LIST OF CREATURES

GIANTS

These creatures are no longer seen in the known universe to humans, as they have either been killed or are trapped within Eloria, to be used as E'Synth's new army. They are mostly gentle and intelligent creatures, although their appearance may let others believe otherwise.

Despite their pacifist nature, they are incredibly strong – one giant is believed to be able to hold the moon in place for a million years. Before their extinction, giants would hide from humans in caves and forests, in hopes of living peacefully. Commander Walker takes an interest in these creatures, as their body appears to be made of some chemical that gives them super strength that he would abuse for himself.

FLYING CANNIBALS

These strange looking creatures are essentially flying heads with no eyes, noses, or ears (just a giant mouth). Their gluttonous behavior forces them to eat every 5 minutes, or they will begin to die.

These ravenous monsters mainly exist in mountainous regions if wild. Otherwise, they are minions to E'Synth.

CHIMERAS

These are seemingly extinct creatures as well (except for Hunter.) Their interesting appearance and body chemistry is interesting enough for the Commander to want to experiment on them.

Chimeras range from all types of creatures that have fused together. Although not feared by the human race, they are perceived as threat to world peace. Some chimeras exist beyond human boundaries and fight against Tristan as enemies.

BI-CORPUS

These are surprisingly common, two-headed creatures – the faces usually take different personalities of each other, although they will look the exact same. Their life source depends on each other – if you destroy once face, you destroy the other.

These enemies can carry all sorts of weapons and have different tricks up their sleeve. Although they may not be the strongest enemies, they are one of the most strategic.

PUPPETS

They are strange and theatrical creatures that can take any shape or form. Their main function is to entertain others, whether by dancing or as ventriloquist creatures. They are silent and do not move without humans to operate them.

However, some people believe that they still feel and have life stories similar to that of humans.

TIDALS

Aside from marine animals, Tiduals are common creatures that will be found in the water (although they can also survive on land.) They have an excellent knowledge of the ocean and as a result, many exist as navigators on captains' ships.

GOLEMS

These giant and strong creatures function as soldiers to the military, and to E'Synth. Their statuesque appearance and naturally brute strength makes them a force to be reckoned with.

Although they occur mostly on the battlefield, they can also be found in the wild.