

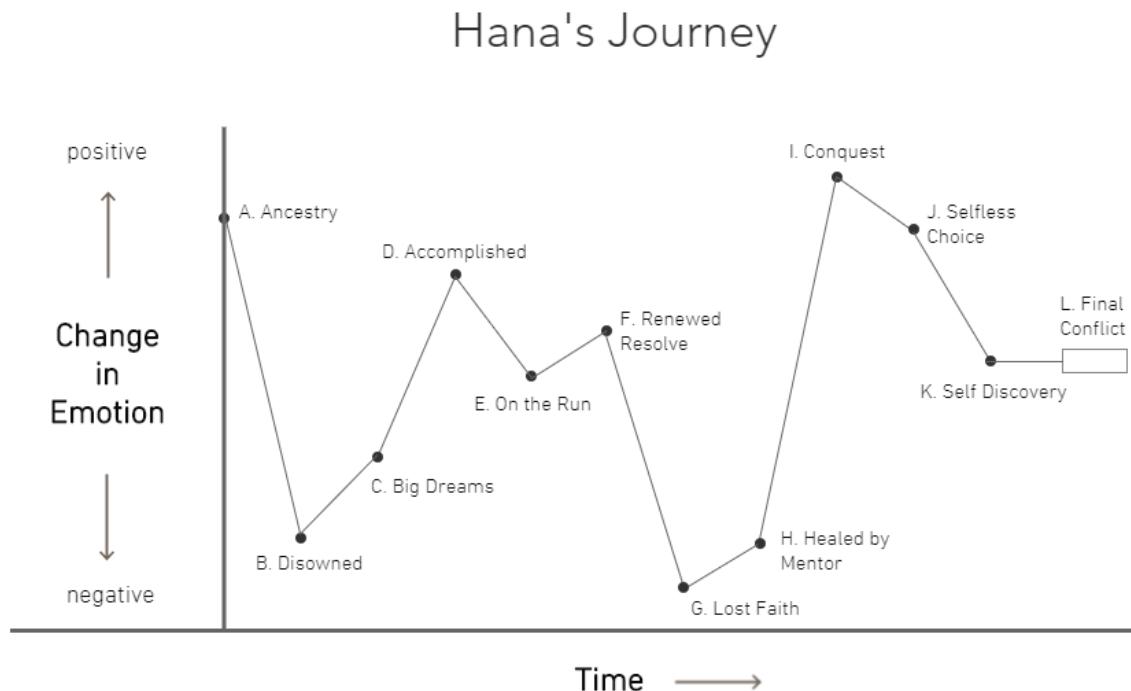
Character Story Arc Document

Character: HANA

Game Project: THE VAJRARYANS

Graph

The story arc has 11 plot points representing the emotional states the character goes through in the story. Depending on the emotional change being positive or negative, the graph rises or dips in the visual.



A. Ancestry

Hana is born into a family of warriors. Her father is the Imperial Commander of the Zaha Army. At birth, she also gets branded with the Siegel of her family (seal of the lion) at the back of her neck. This symbol will be the reason for intriguing encounters in her future as she can be recognised to be belonging to the Larh family. Hence she was born with a warrior spirit and destined to do great things.

B. Disowned

Hardly a few weeks old, the baby girl is disowned by her father Wakhal Lahr. For reasons unknown, an infant Hana is taken away from her home at the Imperial Keep by an old man. He protects her until she is delivered to a brothel in a small town called Amaak. She then grows under the impression that she was born to an unknown prostitute in the Amaak brothel.

C. Big Dreams

The brothel becomes Hana's major medium to learn about the outside world. She quickly identifies how some things are just unfair and partial. The world is still majorly patriarchal and some sections of the society are treated indifferently. Hana faces sequences of emotional outbursts during this period of growing up majorly encompassing a resent for the males of the world and certain powerful society factions. The period is also marked by her inability to make a difference in the world as she is still very young and holds no power herself. Her futile attempts of trying to get back at the so called immoral people leave her with a sense of incompetence that she dreams of overcoming someday.

D. Accomplished

This period in her life involves Hana gaining her freedom of life decisions and becoming independent. She leaves behind the brothel and journeys across the land learning and experiencing new things in life. She then gets to join a cult of Assassins and trains to become a warrior. Having proven her might in battle and life, she now feels able and ready to bring change in the world. The choices in this phase were rather impulsive and without being well informed. However, looking back at how far she had come, she feels a sense of accomplishment.

E. On the Run

Still an immature individual, Hana ends up taking a couple of wrong decisions due to which she is accused of being a traitor to the cause of the Hashins (the Assassins Cult). She is forced to go into hiding and reconsider her associations in the society having discovered how the Hashins are actually despised and condemned. She has a hard time finding a new home where people don't discover her past.

F. Renewed Resolve

With a little bit of luck and Karma returning the favour, Hana now enters the capital city of Swardawn which is the centre of power in the Kral Regime. She studies of the society's course of history and learns of its present day functioning alongside new found allies. She gains a sense of direction to her life as the system she so adamantly wanted to fight was now right in front of her.

G. Lost Faith

This is the lowest point in Hana's life where she gets knocked down and the society totally refuses to pay heed to her ideas. She is ridiculed, tortured, harassed and eventually enslaved to serve a male chauvinist. Here she loses her faith in herself and faces an existential crisis.

Giving up is an option she is willing to consider but instead she subconsciously waits for an external/internal wind of fate to force her onto a new course.

H. Healed by a Mentor

This phase is marked by the entry of a mentor character's influence in Hana's life. In absolutely subtle ways, the mentor pushes Hana over the edge of uncertainty and helps her grab on to that one rope which she will have to climb all the way. The mentor does not stay for long and his/her absence empowers Hana to skyrocket out of her misery and back to the arena of social conflict with a stronger backing to her cause.

I. Conquest

In time, Hana single-handedly cripples the Kral Regime. She succeeds in putting forth her ideology in front of the Imperial Council and manages to summon the Grandmaster to the capital of Swardawn. This is her highest point in life wherein for a stretch of time, she succeeds at everything she sets her intentions on. Her lifelong dream of bringing desired changes to the society seems within reach.

J. Selfless Choice

At the highest point of her accomplishments, Hana is confronted with a viable opportunity to absolutely take over all of Zaha. However, she turns down the possibility out of selflessness and consequently, unknowingly even, causes her own downfall.

K. Self-Discovery

Hana learns of her paternal lineage. It pretty much sends her into a state of shock when she discovers that her actual father is one of the men she had sworn to assassinate for the good of the society. She faces the same man now and he is oblivious to her true identity. She has her questions as to how she had ended up in the brothel at an early age and whether she had any living family at all apart from her father. However, time is short and Hana has to decide quickly. Will she give her emotions a back seat and do what she thought she was always destined to? Or will the sudden burst of information that gives her a deeper understanding of the greater scheme of things change her mind?