

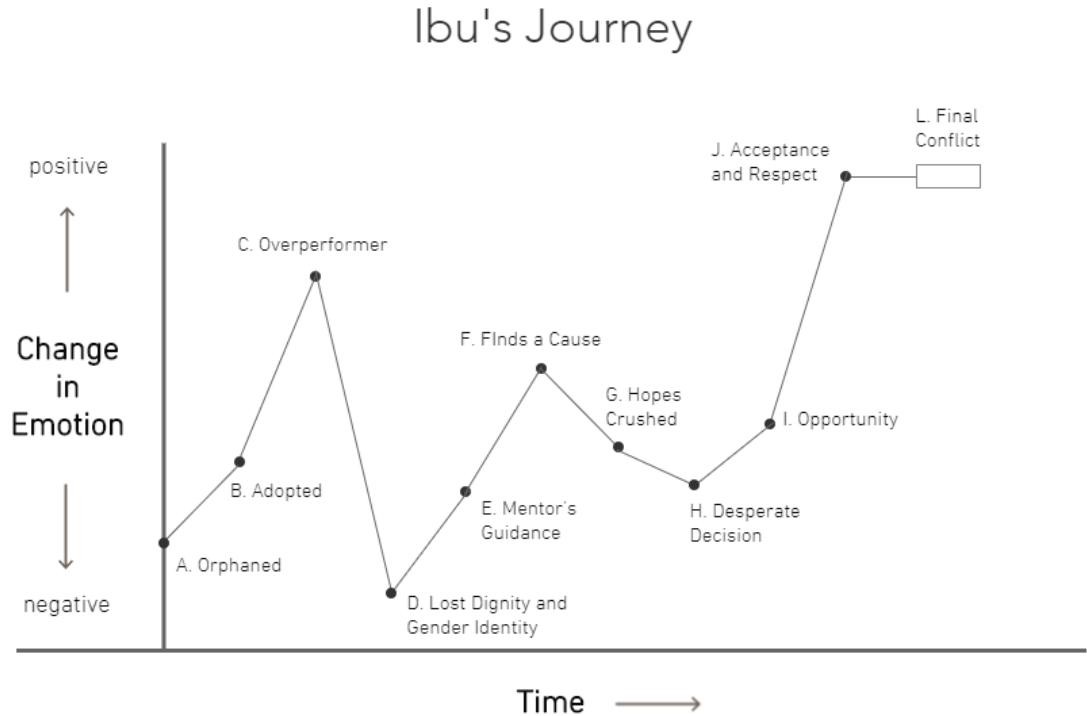
# Character Story Arc Document

## Character: IBU

### 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. Orphaned

At birth, Ibu's father was already dead and his mother was critically injured. She was forced to give up her child such that the boy would live a well catered life. This is the part of his life that Ibu so desperately wants to revisit and understand in his later years.

## **B. Adopted**

Ibu's mother leaves Ibu at the Shuddh Monastery. Ibu is thus brought up under the tutelage of martial artists in an orphanage. The orphanage is in fact a school where students came from all across the land to study and dedicate their lives to a greater cause, leaving their families behind. Thus Ibu's understanding of the world gets naive and narrow.

## **C. Over Performer**

Curiously enough, Ibu manages to outperform every other pupil of his age and most others who were older than him. While his performance in academics gets admired, his social skills are put to question. Ibu proves to be a fast learner but also an introvert. He even ends up being disliked by many students and teachers. Some even believe that Ibu is abnormal and gets his powers through some dark magic.

## **D. Lost Dignity and Gender Identity**

On a quest to prove himself worthy of respect and honour, Ibu becomes a victim of a grave misunderstanding and gets punished severely. He undergoes castration and almost dies. Even when he physically recovers from his injury, he has been traumatized and the incidents change his perspectives to life. He is then driven out of the monastery too. The people lose respect for him and treat him to be a Vermin (an outcast).

## **E. Mentor's Guidance**

Having lost the drive to live, Ibu goes into hiding. He begins to explore the less inhabited parts of the world, travelling through the likes of forests, the deserts and the mountains. He begins to search for meaning in the nature of existence and craves to find his place in the grand scheme of things. His travels lead him to a long lost friend and Mentor, Master Dharo. Dharo's words convince Ibu to return to the more civilized parts of the world and search for answers at the roots of social establishments.

## **F. Finds a cause**

Eventually his search for acceptance in the society brings him to the more inhabited cities of Zaha and finally to the capital of Swardawn. He is immediately identified as a Vermin (Outcast) and is denied most human rights. However, Ibu persists in the cities and begins to study humanity, society, history and politics. He goes on to identify a lot of loopholes in the existing Karl Regime. He now enters a new phase of his life; gaining popularity as a learned philosopher and striving to resolve many social problems.

## **G. Hopes Crushed**

Having spent some time in the capital city, people realise the magnitude of upset that Ibu would create in the realm if he succeeds. Forces from across the capital begin to deny him of services and facilitation; building up to a point where Ibu's associates get murdered and he barely escapes assassination. False accusations and allegations are made to sway away any support that Ibu manages to assemble for his cause.

## **H. Desperate Decision**

One thing leads to another and Ibu finds himself against the wall. Succumbing to the pressure, Ibu ends up making an unethical move. It gives him the stage to propagate his vision for Zaha. However, there is a price to pay in the long run and Ibu is well aware of the gamble he is taking.

## **I. Opportunity**

Once Ibu makes the desperate decision, a golden opportunity is presented to him by the Kral himself. Ibu is asked to embark upon various dangerous missions. Accomplishing them would not only solve many a problem that threaten Zaha's sustenance but also provide Ibu with a place in the Imperial Council of Ministers. This will also keep Ibu out of Swardawn, away from the lime light for years and a risk to life is not out of the question. Ibu takes his time to decide whether to accept the Kral's offer or to recoup and make a new action plan.

## **J. Acceptance and Respect**

This is the penultimate phase in Ibu's life where he achieves all that he had desired for. He gains the trust and respect of the people and is regarded as a saviour of sorts by most. If he were to die at this point of time, he'd still be totally content with how things would end for him. However, there is the pivotal dilemma in his story arc that awaits him round the corner. He is thrust into a situation where he might have to lose all that he has achieved in life for the greater good of Zaha.