

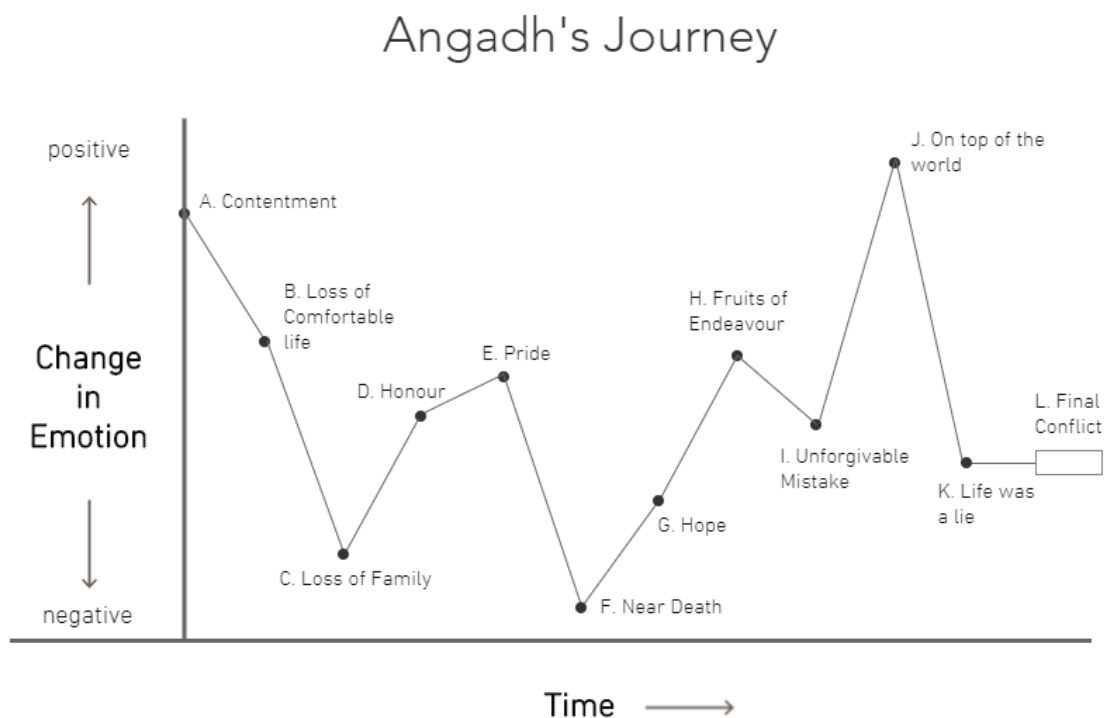
Character Story Arc Document

Character: ANGADH

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. Contentment

Angadh was born into a wealthy family of businessmen and lived for his first 8 years in luxury, away from all the wars and politics of the kingdom. The purpose of this part of his life is to establish how Angadh got emotionally scarred at a very young age. So the story is meant to show how the rest of his life could have been so peaceful and filled with contentment had things never gone wrong.

B. Loss of Comfortable life

This is calamity's first strike on Angadh's life. His house gets attacked by a group of assassins. Angadh loses the house and all his family except for his sister. The two siblings are forced to flee to the city of Swardawn where the attackers wouldn't dare to follow. Angadh lives with the trauma of having seen his house burn and his loved one get murdered. These memories would emotionally haunt him for life and also find their way into his acts of retribution decades later. A major change in lifestyle follows as the duo now needs to go through hardships to meet the basic needs of life.

C. Loss of Family

Although Angadh lost almost all his family when he was 8, the real blow comes when he turns 13 and loses his sister. The four years of hardships that the duo faced together had strengthened their bond manifold. Ayuri, Angadh's sister, was not only his guardian but also his confidante and reason for existence; a reminder of his past life and a witness to what he had had to endure at an early age. With her falling prey to some lust hungry Imperial Guards; Angadh loses his innocent and humble personality and turns into a violent and emotionless monster. His gift of brute strength at an early age and the ruthless aggressive attitude lands him into the life of a warrior.

D. Honour

After losing all love and happiness, Angadh chooses to capitalize on the one true asset that he still possesses; his brute strength. He trains with the Imperial Guards under the Commander in Chief himself, Wakhal Lahr. Being a fast learner and having no distractions, it takes him just a few years to become one of the fiercest Imperial Guards. With great talent came tremendous honour. People begin to talk about this young man and his stories of battle. However, fame was never something Angadh had truly desired. His motivations come from the trauma in his past. Never again would he ever be so helpless and vulnerable like the time he had no choice but to helplessly watch his family die.

E. Pride

As Angadh grew older, the stories of his heroics slowly began to turn gruesome. He never really had any moral mentors. Plus, his innocence had died the day his sister had been horrendously killed. Angadh didn't commit crimes against the Kral regime; however the punishments he inflicted in battle and conflict were inhuman. Some might say he had begun to take so much pride in his abilities that he treated himself as some sort of a God; using his power to have his way and strike fear the hearts of common people. He then grew the reputation of the most feared man in all of Zaha.

F. Near Death

This is where his life takes a complete detour. Angadh goes on to lose his last prized possession, his brute strength, to some seemingly dark magic/spell. He loses his pride and fame together. This is when he loses everything important in life and faces an existential crisis. He also experiences vulnerability like when he was just 8 years old.

The disease/spell almost kills him and leaves him physically smaller and weaker. At that juncture he faces with the choice of either giving up (since he never had much to live for anyways) or finding a cure and search for meaning in life.

G. Hope

At the lowest point of Angadh's life, he proves to be a fighter and decides to search for a cure before death can take him. He wanders the lands of Zaha on a totally new journey developing a new social side to his personality. Eventually his uncertainties fade away and he develops a lucid motive for himself – Survive this tragedy and regain the lost honour and strength the hard way. Only this time around he develops emotions in place of ruthlessness.

H. Fruits of Endeavour

His new found determination and purpose begin to create a new public image for Angadh. People make friends with him and begin to forget all about the monster that he had been. He even regains his hold on his renewed combat skills. Although physically, he is nowhere close to what he had once been, he definitely elevates his other skill sets to still hold his own against normal warriors. His new life begins to show promise and contentment in the long run.

I. Unforgivable mistake

While joyous in his new found lifestyle, Angadh is still haunted by the injustice he had faced as a warrior and his thirst for revenge had only gotten stronger alongside him. Rage begins to seep in from his former personality and he ends up committing a grave mistake that will prove detrimental later in his story arc. He regrets it eventually, however, his mistake plants new seeds of Karma and vengeance.

J. On top of the World

Following the mistake that is soon forgotten, Angadh succeeds in discovering an antidote to reverse the effects of the curse from all those years ago. That means, multiplying all the strength and zeal he attained later, with his stature that had been lost earlier, Angadh turns into a Super Human and becomes almost an invincible warrior. He begins to almost effortlessly brush past his obstacles and reaches a position of ultimate power in the realm.

K. Life was a lie

His life comes to a standstill when he realizes that his lifelong objective of serving the Imperial Commander and ending the Hashin Cult was misguided. He gets the feeling of having been a mere pawn all along, in the bigger political picture. He now faces with a Pivotal Dilemma; should he fulfil his lifelong mission of vengeance or finally execute free will and turn against his Godfather?