

CHARACTER NAME

Zero (Protagonist)

AGE

Early thirties

APPEARANCE

Average height for a human male

Wears a crimson, full suit of space armour that covers him from head to toe. The armour is slim yet intricate. After years of ownership it has scuffs and numerous signs of regular use. The helmet has a flat, bucket like bottom and a smooth, round top. His entire face is concealed by the helmet and a thin slit horizontal visor, tinted a dark shade of blue, lies in the centre of the helmet.

Aside from the armour, he has some small pouches strapped around his waist and upper legs for various tools.

Armed with a pistol holstered at his waist.

All else is kept unstated. The character is as much a predefined person as he is a vehicle for the player. Leaving some parts like ethnicity etc vague allows the player to relate better.

TRAITS

Courageous

Loyal

Leader

Honest

Light-hearted

STRENGTH

"Diplomacy"

WEAKNESS

Mild-PTSD

Audacious

FEARS

The vacuum of space

Friendly casualties

GOALS

Help his friends

Be a good leader figure

BACKGROUND

Was a member of an elite squadron formed to protect a now lost kingdom. Was the sole survivor of said squadron until Four mysteriously returned almost a decade later. To this day, the trauma of the squadron's loss has him hiding behind his helmet in public. Grew apart from military life and into one of bounty hunting and adventure. Thanks to friends and close ones, his life has improved and he has learned to hold those attachments close.

PRESENT DAY

After hearing Four has been absent from his planned training with Toso, Zero pays a visit to the apartment Four is supposed to be laying low in.

RELATIONSHIPS TO PRESENT CHARACTERS

Zero and Four

The two first met having just turned twenty when they were both conscripted to be part of an elite and groundbreaking squadron for The Kingdom of Eos. The training lasted years and was brutal, but alongside their squad mates they became incredible fighters that took advantage of cutting edge technology. Unfortunately the squadron were almost entirely wiped out in a brutal ambush during their debut mission. Zero was the only known survivor until almost a decade later Four suddenly appeared. Four was leading a terrorist cell and was working for an unknown benefactor. Ultimately, Four and his group were stopped, but only Four was captured alive. With a death sentence confirmed, Zero sympathetically broke Four from prison and handed him off to Toso.

Zero and Toso

The two are friendly companions and have regularly worked together for some years now. Alongside their other companions, Zero and Toso were involved in taking down Four and his group in the past. When Four was at risk of getting a death sentence, Zero requested that Toso secretly (and illegally) train Four in both combat and discipline, hoping Four could one day improve and reform himself.