

Alex Thawker



<i>Story Purpose</i>	Serves as the antagonist initially, then as the deuteragonist. She challenges Lans' world view and opens her eyes to the truth behind Septentrion. She also serves as Lans' love interest and her attachment to the world. With her, Lans learns to understand her own wants and needs rather than being a cold ruthless soldier.
<i>Gameplay Purpose</i>	Player Ally (She follows the player character around. Players can talk to her to discuss ideas etc.) In one specific chapter, she is the character the player controls.
<i>Alignment</i>	Chaotic neutral. Alex does not respect the law as she believes it is corrupt. She will do what it takes to eliminate those who threaten her loved ones, while trying to improve society alongside

	the Embrakers.
<i>Persona</i>	Tough, cocky, loyal, kind, expressive, reckless, dense(whether intentionally or unintentionally)
<i>General Disposition</i>	She is generally happy and aloof, cracking jokes and quips. She will get riled up during battles and appear more determined, impulsive, and competitive.
<i>Special Abilities</i>	Alex has no super powers, but as the leader of the Embrakers she has her fair share of battles. Where Lans has fast reflexes, agility, and long ranged combat abilities, Alex has incredible physical strength, physical resistance, and melee combat abilities,
<i>Education/Intelligence</i>	Streets smarts - Alex is resourceful in her ability to navigate through tough environments, being able to adapt and improvise. For example, she can scrap together her own medical supplies, Embraker robots, weapons and equipment from various discarded items in the junkyard. She can strike excellent bargains with different parties, and knows almost everyone in the Embraker's territory. Her willingness to help them with various tasks has forged many loyal alliances and friendships.
<i>Family</i>	Alex's parents currently live in Nanyal. They moved out of Grand Knoxia city before Septentrion fully took over. As much as they loved their hometown, they had to leave it behind as Alex thought it would be dangerous to remain. Growing up, Alex had a close relationship with her father as he took her exploring all the unique nooks and crannies of the city.
<i>Aspirations</i>	As the leader of the Embrakers, her duty is to end Septentrion's influence on the capital city. As Alex she still pursues the same goal but rather her motivation is that she wants people to live freely and enjoy their life. She wants the city from her childhood back, where the people were happy and warm to each other.
<i>Addictions</i>	She has experimented with Spark in the past due to the friends she hung around with, but ultimately decided it wasn't for her.
<i>Occupation and attitude towards it (Good or bad)</i>	Leader of the Embrakers. As a freedom fighter's group, Alex bears a lot of responsibility on her shoulders. She doesn't mind

	that she is the current leader, but rather deep down she still hopes for their previous leader's return. She doesn't feel quite ready yet as she has some doubts on whether she is leading people correctly. She thinks about what their previous leader would have done constantly and would he have approved of her choices.
<i>Objective(s)</i>	Initially it was to give the citizens a beacon of hope, that there were those who still opposed the government. She wanted the group to be a welcoming place for those who don't want to live in constant fear. When Alex found out the truth behind Lans' memory issues, her objectives shifted to wanting to take down Septentrion once and for all.
<i>What does this character want?</i>	Alex wants her community, friends, and family to be happy and safe. She wants to find damning evidence of Septentrion's misdeeds and wake the people up to the fact that Fontrem doesn't exist.
<i>Who or what does he love?</i>	Alex loves her family and friends. She cares about everyone in the city to varying degrees and will do favors for them if they ask her. She loves ice skating. There is a massive lake in the center of the city. She often goes skating when the water is frozen solid during the winter. Later on in the story, she grows to love Lans. She loves music and art, believing it is a true expression of humanity.
<i>What is he afraid of?</i>	Losing those she cares about. Alex is scared that she may make the wrong call and cause the death of her allies. She is also afraid of the fact that she may fail to live up to the previous leader of the Embrakers and doom the citizens of the city to an even worse fate. Deep down, she also has a tiny sliver of doubt, thinking that what if Fontrem does truly exist, and that she was on the wrong path all along.
<i>Why does he involve himself in this situation?</i>	She starts helping Lans due to the fact that Lans spares her life. She senses that Lans is potentially a key ally in order to expose Septentrion's wrong doings. Since Lans is the daughter of the chairwoman, she can infiltrate Septentrion without suspicion. As a

	result, Alex wants to gain Lans' trust and get her on their side. Slowly, she begins to like Lans as a person, and starts helping her because Alex cares about her.
<i>Other roles and identities?</i>	Before the previous leader of the Embrakers disappeared, Alex was a member of their strike team, mainly involved in combat and physical altercations with Septentrion soldiers.
<i>Single Adjective to describe this character</i>	Loud
<i>Skills</i>	Alex excels in melee combat, specifically with her weapon, a battle axe. The weapon is enhanced with impure Polarlites. Due to the fact that the Embrakers have no access to pure Polarlite, they use a raw and cheaper form of the ore. They refer to this impure form of Polarlites as Grit. Alex has skills in mechanical engineering, building her own Embraker bots. She is not as well-versed as other members of the Embrakers, but she understands enough of the fundamentals to be able to create the standard bots.
<i>Reports/answers to?</i>	In a way, Alex answers to all the Embraker members. If anyone complains about her ability to lead, she may be replaced with another member.
<i>Who reports to this character?</i>	Now was the leader of the Embrakers, all members answer to her. There may be members who specialize in certain fields such as mechanics or combat. These members act as leaders of their own groups and report back to Alex.
<i>Trademark Object</i>	Alex's axe, her fluffy jacket, the color punch pink.
<i>Common emotions</i>	Confident, happy, smug.
<i>Signature Move or Tic</i>	She plays with the rings on her fingers when she's nervous. She snaps her fingers to signal members in a casual way. She whistles in appreciation when she is impressed by one's performance, sees a great piece of art, or to express admiration for a job well done. She claps people on the shoulder (a bit too hard) for a job well done.

<i>Nationality</i>	Etherian. She was born in Etheria and her family have lived there for a few generations.
<i>Ethnicity</i>	White
<i>Religion</i>	Fontrem Atheism
<i>Favorite Food</i>	Barbeque ribs
<i>How does this character dress?</i>	Androgynous clothing. She typically wears streetwear with a bit of an extra flair to it. She prefers large puffy coats, long tailored pants, and mesh. She typically has some part of her midriff exposed. Her outfits have a punkish element to it, ripped fabric, zippers, chains, leather etc. She prefers darker colors like black, dark red, pink, and magenta.
<i>Accent</i>	She has the classic Grand Knoxian accent. Which is like standard American English but with a sprinkle of broad Australian accent and standard German accent on the pronunciation of certain words.
<i>Dialogue Tics and Slang?</i>	Some dialogue tics Alex has that she uses nicknames for those she finds interesting or amusing. She likes to exaggerate like calling someone full of themselves “your highness” for example. For slang, Alex uses slang that is often heard around in the Embraker territory. She also uses slang that most young adults are using in the capital city. She swears a lot.
<i>Locations where this character is mostly likely to “blend in”</i>	Embraker’s territory, Grand Knoxia City’s residents typically dress with rather simple colors so Alex’s mix of textures and patterns in her clothing make her stand out. She may also blend in at underground parties where most also dress the way she does.
<i>Where was the character born?</i>	Grand Knoxia City, Ether.
<i>Where has the character been?</i>	Alex has not left Grand Knoxia City. Her family was not well off so she didn’t have the necessary funds to travel. Now citizens need travel passes to leave the island of Ether, and Alex knew since she was on bad terms with the government she would be unable to apply for one.
<i>Where does the character</i>	She lives in a simple hideout in the Embraker’s territory. She has

<i>live?</i>	her own room which is decorated with sentimental items. The living conditions in the territory are not ideal, with no heating systems, and lack of government support. Members craft their own furnaces to keep warm.
<i>Where will (did) he or she die? And how?</i>	She will most likely die from old age or some sort of health condition when she's old.
<i>Objects the character wears on his or her body (Jewelry, tattoos, etc):</i>	She has brow, and ear piercings. She wears several rings on both of her hands. She wears silver jewelry. She has a tattoo on her left arm, to remind her that no matter where she goes, she will always have a piece of home.
<i>Dichotomy of Character (Inner conflict in the character)</i>	Her inner conflict is centered around the legacy of the Embrakers. She wonders if they will truly lead the city towards positive change. Will the world they create aligned with their values make people happy?
<i>Character reaction to different events in the game (Walk through a few beats)</i>	Before the time rewind, she always thought Lans was different from the other Septentrion soldiers. If the player chooses to execute her after the chase mission, she is disappointed but not surprised. If the player chooses to spare her after the first mission, she is surprised and amused. When she finds out the truth behind Lans' actions and how Septentrion controlled her through the PolarMatrix. She is angry and determined to take Septentrion down at all costs. Both for Lans because she loves her but also fear for the people of Grand Knoxia as that could be their fate too—being brainwashed by Septentrion.
<i>Relation to other significant characters</i>	Lans - Initially Lans was a highly dangerous enemy of the Embrakers. Due to her combat abilities, she is the only soldier on par with Alex's combat abilities, which is why she is dubbed Alex's nemesis. Privately, Alex always thought Lans was rather endearing, although she isn't quite sure why. It could be the fact that it was amusing to see someone who seemingly has lost all that made them human. To her, Lans was an enigma and she was

	intrigued. Through their journey through Grand Knoxia City, they've grown closer. Alex eventually realizes she has romantic feelings for Lans. Ember - A fellow member of the Embrakers. Ember is the leader of the mechanics division, specializing in creating blueprints for Embraker robots. Ember had a close bond with the previous leader of the Embrakers, close enough to be family. When the previous leader disappeared, Ember was devastated. They don't have any negative experiences with Alex in the past, but when Alex stepped up as the leader, they felt like the previous leader was being replaced. As a result, they feel rather bitter towards Alex. When Alex brought Lans into the fold, Ember opposed this decision strongly to no avail. They blamed Lans for the disappearance of their previous leader, calling her a cold-blooded killer. They do not trust Lans at all.
<i>What we'd think if we saw this character on the street</i>	If you were a Grand Knoxian citizen you would immediately assume she is associated with the Embrakers in some way based on the way she is dressed. If you knew nothing about the world and saw her, you would think that she seems like an intense and brash person who seemed to know a lot of random people on the street.
<i>Three Days Before the Party Started: What was he or she doing before it started?</i>	Planning an attack on Septentrion to steal their supplies. The supplies would be used by the Embrakers both for daily necessities, construction, and weapon maintenance. Alex was also helping with various tasks around the territory. No matter how big or small the task is, when she sees one of her people hurt or in need she will do everything in her power to make things better.
<i>How did this character lose his or her virginity</i>	When she was 18 with another girl the same age. It was a fling after a party.
<i>Morality: Moral Choices the character makes in the game. Does this</i>	Whether to keep Lans on their side despite her members' distrust of Lans due to the fact she was a Septentrion soldier. That and the fact that she is the chairwoman of Septentrion's daughter. The

<i>affect how the player should play him?</i>	worry that collateral damage from their attacks on Septentrion will do more harm than good on the citizens of Grand Knoxia.
<i>Emotional stability</i>	Alex is very emotionally stable. She has some unique personality quirks and can be rather expressive in terms of all of her emotions, but she has a support system and she copes by helping those around her as well.
<i>What do they do to comfort themselves?</i>	Talking to her friends about her problems. Calling her parents and asking how they are doing. Skating and channeling her emotions into it.
<i>Phobias: Heights, Snakes, Darkness, etc.</i>	She doesn't have any phobias.
<i>Vanity</i>	Alex is confident in her combat abilities, sometimes a bit too overconfident. She thinks she can protect those who fight alongside her, which leads to her pushing herself too far to achieve that goal.
<i>Tag Line</i>	"This fear is a damn sickness spread by Septentrion's fairy tales. We will be the ones to wipe that shit away once and for all and show 'em there's no room for it here."
<i>Epitaph: What will go on the character's tombstone?</i>	"Fear knelt before her kindness and love."
<i>Actor Suggestions</i>	Ruby Rose
<i>Impressionistic Age & Health</i>	25, in good health.
<i>Impressionistic Height</i>	5'10
<i>Impressionistic Weight</i>	80 kg
<i>Body Type</i>	Endomorph, with well-defined muscles.
<i>Hairline/Color</i>	Her natural hair color is dark brown but currently her hair is dyed pink.
<i>Eye Color</i>	Brown
<i>Facial Hair</i>	None