



# Soul Fighter

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# Entities/Characters/01\_Player\_Selected

## Davina

**Template**

Player Selected

**Project path**

Entities/Characters/01\_Player\_Selected



## Description

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Hero. Protagonist. Warrior Class - Loner - Human - Mid 20's

See template for character bio.

## Player Selected

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### Identifiers

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**Official Name**

Davina Trace

**Age**

27

**Environment Origin**

The Unsettled

**Species**

Human

**Intergalactic Evolutionary Scale Rating**

Low

**Class**

Warrior

**Faction**

Loner

**Affiliation**

The Nest

### Core Identity

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**Player Selected**

Yes

**Personality**

Cold, calculated warrior with major trust issues.

### Weaknesses

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### Mid Level Proficiencies

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### Strengths

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## Narrative Function

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**Motivation**

REVENGE

**Theme**

TRAUMA

**Inner Conflict**

The reluctant want for connection but the perceived pain that humans are able to inflict. A struggle of trauma.

**Arc Potential**

From revenge/rage against humankind to recognizing the shared trauma of humankind and cautiously choosing to fight for her species.

**Outer Conflict**

Anger, rage & distrust. Quick to kill - lack of empathy.

**Pre-Existing Relationships**


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## Gameplay Role

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**Player Experience**

Brute strength evolving into tactical battle (from character rage to character control)

**Starting Role****Final Role**


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## Backstory

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**Backstory**

Davina was raised in a Blood Faction that travelled throughout The Unsettled in search of food and water. While her parents' faction history remains a mystery, both mother and father were trained in combat. Her parents had drilled combat into their children from an early age, believing that in this cruel world, survival would demand strength, yet they shielded them from the true horrors such training was meant to face.

In this brutal age of humanity, surviving past childhood is a rarity. When Davina loses her parents at twelve, she becomes both protector and provider to her six-year-old brother. Unprepared for the violence that came with resource scarcity, they learn to survive by shadowing other factions, tracking them to water and scavenging the remnants of their hunts.

During one of their scavenges, Davina's six-year-old brother was caught and killed when a faction uncovered their trail. She barely survived, scarred across the face and hollowed by grief. The wound remains as a souvenir of that moment: a child's burden of guilt and hatred, carved too early into her skin and soul.

That encounter forged the beginnings of the cold-blooded warrior she would one day become. In

the years that followed, Davina turned her grief inward, obsessively honing her combat technique, her body, and her will — not out of ambition, but as a means to master a pain she barely understood.

Following the death of her brother, Davina becomes a “loner.” A woman driven by grief and a deep resentment for humanity.

Just before the start of the game, Davina comes across the faction responsible for her brother’s death. Her starting journey is that of revenge - seeking out her brother’s killer faction and bestowing upon them destruction and loss.

## References

### Attachments

#### Involved in



**SURVIVAL OF THE FITTEST** [↗](#)  
*Flow Fragment-Mission*



**FLASHBACK SEQUENCE & PRIMARY GOAL** [↗](#)  
*Dialogue- Mission Sequence*



**CUTSCENE: TIME TO GO** [↗](#)  
*Dialogue- Mission Sequence*

### Related to

#### Placed at

#### Speaks in



**BARKS** [↗](#)  
*Dialogue- Bark Options*



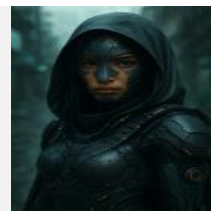
**BARKS** [↗](#)  
*Dialogue- Bark Options*



**BARKS** [↗](#)  
*Dialogue- Bark Options*



**BARKS** [↗](#)  
*Dialogue- Bark Options*



**Loot: "Take All" Barks** [↗](#)  
*Dialogue- Bark Options*



**Loot: "None Taken"**



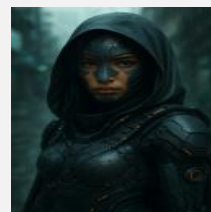
**"Find the Key"**




**Loot: "None Taken"**




**"Find the Black"**




**Loot: "Take All" Barks**


Barks   
Dialogue- Bark  
Options




Loot: "Take Some"  
Barks   
Dialogue- Bark  
Options


Prompt: "No Player  
Action"   
Dialogue- Bark  
Options




"Activate the  
Speeder" Prompt: No  
Player Action   
Dialogue- Bark  
Options


Barks   
Dialogue- Bark  
Options




Loot: "None Taken"  
Barks   
Dialogue- Bark  
Options


Faction Camp"  
Prompt: No Player  
Action   
Dialogue- Bark  
Options




Loot: "First  
Interaction with NPC  
Body"   
Dialogue- Bark  
Options

  
Dialogue- Bark  
Options




Loot: "Take Some"  
Barks   
Dialogue- Bark  
Options




BARKS   
Dialogue- Bark  
Options




BARKS   
Dialogue- Bark  
Options




BARKS   
Dialogue- Bark  
Options




BARKS   
Dialogue- Bark  
Options




Loot: "Take All" Barks  
  
Dialogue- Bark  
Options




Loot: "None Taken"  
Barks   
Dialogue- Bark  
Options




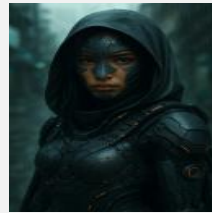
"Find the Key"  
Prompt: "No Player  
Action"   
Dialogue- Bark  
Options




Loot: "None Taken"  
Barks   
Dialogue- Bark  
Options




"Find the Black  
Faction Camp"  
Prompt: No Player  
Action   
Dialogue- Bark  
Options




Loot: "Take All" Barks  
  
Dialogue- Bark  
Options




Loot: "Take Some"  
Barks   
Dialogue- Bark  
Options




"Activate the  
Speeder" Prompt: No  
Player Action   
Dialogue- Bark  
Options




Loot: "None Taken"  
Barks   
Dialogue- Bark  
Options



Loot: "First  
Interaction with NPC  
Body"   
Dialogue- Bark  
Options



Loot: "Take Some"  
Barks   
Dialogue- Bark  
Options