

Sigiriya

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Gayesha

Meyers-Briggs Type

ESTJ: The Manager - Manages, organized, particular

Quick Look

Cook - Female - Early 30's

Appearance

Gayesha's body language and stature radiate her fierce personality and no-nonsense, down-to-earth approach to the world. She's a rather short woman but is very hearty in build, with wide hips and broad shoulders. Her hair is always back in a perfect braid that swings with her movements. Her face is often set in a distrustful glare; she doesn't mean to alarm but she can come off as overly strict.

Personality

Gayesha is not a woman to be meddled with. She's sharp in mind and tongue and is not afraid to deliver others her thoughts with swift and sometimes biting words. As the head cook of Sigiriya, Gayesha has little time for nonsense and fuff and little time for those who wish to waste hers. She is willing to help others but only if they're willing to learn and follow her direction.

Though Gayesha presents herself to others as having a sharp edge and an infallible constitution her spiny shell guards an anxious mind. Her role as the head cook of King Kashyapa's fortress weighs incredibly heavily on her and causes her a lot of stress. She fears she has no room for mistakes but is unwilling to let her anxieties show to others.

While Gayesha is high-strung about her job and her future at Sigiriya she can be persuaded to open her heart. Gayesha has a tendency towards helping others who are in need or suffering, even if it is a detriment to herself. While she doesn't seem like the type Gayesha can often be manipulated via guilt-tripping with a sad sob story.

Role

Gayesha is in charge of all food-based operations in Sigiriya. She oversees the operation of all official kitchens and is charged with feeding not only the King and his court but also Sigiriya's primary workforce. Gayesha has a huge undertaking on her hands and the pressure of organizing the supply chain of food for the entirety of Sigiriya is clearly taking a bit of a toll.

Writing Notes:

- Closest friend with the player, teases the player.
- A little sassy and a little bawdy
- Feels like a big sister to the player. (Don't have the player flirt with Gayesha! It's just weird)
- Husband Sandun, Baby1 = Asheni, Baby2?
- Her baby is homesick and it's adding to her stress.
- Had a beautiful restaurant back in Anuradhapura. It was small but frequented by the city's elite. She took pride in every detail.
- Her husband is lazy, but she loves him.

Strengths & Weaknesses

Strengths

Quick On Her Feet, Willing To Handle Tough Situations, Organized, Good Teacher, Will Not Be Bullied

Weaknesses

Spiky Shell, Intimidating, Easily Overwhelmed/Irritated, Frustrated By Time-Wasting, Anxious

Character Goals

Gayesha is under a lot of pressure to be successful in her cooking endeavours. The organization of all kitchen operations are on her shoulders so she must not only manage the food but also the people that make it. Gayesha wants everything and everyone she's in charge of to work in a particular way and reflect her careful planning and management.

World View

- Those who do not work hard for what they want don't deserve to receive it
- Hardwork will pay off, but it is not always enough on its own
- It is important to do what you can to protect yourself from the bad, but the gears of fate cannot be controlled or stopped

Relationship To Others

Lakmini

- Gayesha pities Lakmini greatly and thinks it is a waste to see such a promising young lady with such a broken spirit

- Gayesha sees a lot of potential in Lakmini and wishes to help her heal and reignite the fire she knows is deep within the young girl's soul
- Gayesha is slowly beginning to build a very strong relationship with Lakmini and respects her both as a daughter and as a budding young lady
- Gayesha is impressed with Lakmini's natural talent for cooking and working with others and hopes to foster that

Athula

- Gayesha is good friends with Athula and they have known each other since Gayesha was a young girl
 - While Athula plays a mentorship role to all that come to him no one is this more true for than Gayesha
 - Athula is one of the few people who can get Gayesha to open up about her anxieties and more vulnerable emotions
 - Gayesha is protective of Athula and easily offended by those that do not properly respect him and his wisdom
-

Pamu

Meyers-Briggs Type:

ISTP: The Innovator - Bold, practical, hardy

Quick Look

Head of Labor - Male - Late 20's

Appearance

Pamu's big build and strong body are reflective of his role as Sigiriya's head of labor. Though he is big and powerful in appearance Pamu is far from threatening. His face often betrays him as he struggles to keep emotion away from it, which ruins any facade of intimidation he may uphold.

Personality

Pamu is a kind and careful man with a good head on his shoulders. For the most part Pamu is an easygoing individual but he knows when he is being wronged or mistreated and is rarely afraid to call out

those that don't give him the same respect he offers them. That being said, Pamu is not combative to a fault, and knows when to hold his tongue. He is careful in his words and thoughtful in the way he approaches situations, not easy to budge but also not quick to start a conflict.

Pamu is likely to do whatever he thinks is best for those he cares for. In a situation in which his workers are under threat or high demand he is not afraid to stand firm in his defense of them. When Pamu feels he is right he's an incredibly hard sell to convince otherwise. It's not that Pamu is unwilling to listen to others, it's just that he generally *is* right.

Pamu's new role as the head of the workers has forced him to behave in a more professional manner than he would like to in his daily life. He's used to being "one of the guys" and now that he is expected to act as a boss and leader to his fellow labourers Pamu deeply misses the causal relationship he enjoyed during work hours. To make up for his lack of "bro time" during work hours Pamu is often found at night drinking with other men of Sigiriya and blowing off steam.

Role

Pamu plays a stressful and important role in the society of Sigiriya; as the head of construction he is in charge of managing and organizing all of the labours involved in the fortress' construction. Pamu's role was not gained entirely willingly as he was thrown into the position after the King executed his father, the previous head of labor. In this role Pamu is protective of his workers, they are his close friends and now his charges and he is willing to make sacrifices to keep them happy and safe.

Strengths & Weaknesses

Strengths

Dedicated, Strong Decision Maker, Protective, Practical, Warm Hearted and Loving

Weaknesses

Stubborn, Very Opinionated, Constantly Under Stress, Bad At Telling Off Those He Likes, Prone To Favoritism

Character Goals

Pamu doesn't like his role as the manager of construction but he is truly terrified of failing. After seeing what became of his father Pamu is determined to keep his head. This has led Pamu to being torn between ensuring the well-being and happiness of his workers while also ensuring the most efficient construction of Sigiriya. So far he has been doing a fine job of balancing the two goals, but not without enduring a fair bit of stress.

World View

- Protecting your own is the most important priority
 - It is important to defend your opinion and thoughts, but there is a fine line between assertiveness and stupidity
 - Sometimes it is necessary to bend your knee to others, even if you don't agree with them
-

Kalathma

Meyers-Briggs Type:

INFP: The Helper - Poetic, Kind, Altruistic

Quick Look

Strange Artist - Female - 65

Appearance

One can get a good read on Kalathma's odd personality and creative nature simply by looking at her. Her long silver hair is always pulled into a braid but is rarely very neat, with piece of hair escaping every which way. Her clothing is flowing and loose, much like her they're always put together but in some level of disarray. Kalathma moves with surprising grace and many of her movements tend to flow as if she is always in some sort of dreamy dance.

Personality

Kalathma is a positive and loving presence in Sigiriya. While she tends to be reserved and often doesn't go out of her way to talk with others she is always happy to sit and listen to those that come to her. Kalathma's words are always carefully chosen and often as well crafted, beautiful, and dreamy as her colorful art. Kalathma loves to teach others and is happy to share her art with those that are interested. She is particularly excited when children show interest in art as she feels there are not enough people who create it, and the world could always use those that add beauty to it.

Kalathma has few close friends but there are few at Sigiriya who are not at least friendly with the older woman. When she was young Kalathma was often shy, which led to a habit of her not going out of her way to forage friendships. Rather, Kalathma tends to cultivate relationships with those that seek her out, and she is more than happy to live like this. Kalathma feels that if someone needs to hear her words then they will come to her. She doesn't like to give unsolicited advice.

Seeing others in need or pain deeply hurts Kalatham, she is a highly empathetic soul. When someone is struggling in silence is when Kalathma will make the rare move of offering help to someone before they ask. Kalathma is a gentle soul and would do nothing to ever purposely hurt someone else. She finds it hard to dislike anyone and always sees the good in others before the bad.

Role

Kalathma is the primary artist of Sigiriya. She has been hired by the King to decorate the walls of his palace with beautiful paintings, patterns, and murals. She often finds herself totally absorbed in her work of decorating the palace and has grand plans for how she wants the final building to look. The prospect of decorating the entirety of Sigiriya with her vision excites Kalathma and she is very happy to be here doing what she does best.

Strengths & Weaknesses

Strengths:

Wise and Understanding, Non-Judgemental, Good Personal Problem Solver, Can Find A Realistic Positive In Any Situation, Purely Kind

Weaknesses:

Too Forgiving, Sympathy and Trust Are Easily Manipulated, Will Always Sacrifice Her Happiness & Well Being For Others, Doesn't Know How To Engage, Easily Over-Absorbed In Tasks

Character Goals

Kalathma believes the world is only as beautiful as we make it, both literally through art and figuratively through how we approach the world and treat others. She wants the world to be a good place and wants others to be happy. She knows that not everyone can be happy and in a good place but she wants to contribute what she can to make the world at least a little bit kinder for all.

World View

- It is important to exude kindness into the world because it is another way of making the world beautiful
 - People always behave in accordance with how you treat them
 - The wheels of fate can be sad and harsh but there is a certain beauty in the inevitable
-

Suvik

Meyers-Briggs Type:

INTJ: The Intellectual - Imaginative, Strategic, Planner

Quick Look

King's Envoy - Male - Mid 40's

Appearance

From the way he carries himself to the way he grooms everything about Suvik reads as a standoffish, "holier than thou" attitude; and this is how he intends it. As the King's envoy Suvik prides himself on appearing as important as his role dictates he is.

Personality

Suvik comes off to others as someone who is hard to get along with and hard to even like in the first place. This tendency towards a bad attitude and standoffish behaviour is not without intention on Suvik's part. In his eyes his role as the King's envoy means that the people of Sigiriya will inherently dislike him, regardless of how he behaves. As a result Suvik makes an effort to approach his relationships with the workers of Sigiriya in the most sterile way possible, he ensures that he is seen purely as an extension of the King's watchful eye and nothing more. Suvik is not here to make friends and he makes this abundantly clear with his sharp personality and almost unfeeling attitude towards others.

While Suvik's unlikeable approach to his role of envoy may seem unreasonably pessimistic or even a little sad it stems from a place of defense. Suvik's job weighs heavily on him, as the person closest to the King he is also the person most at risk of losing his head to an unhappy and unsatisfied King. Suvik's cold approach to the people he oversees is his way of ensuring his job gets done in the best way possible with the least potential for the bias or interference that friendships can cause. In the absence of the fulfillment friendships would bring him Suvik has chosen to dive wholeheartedly into his job; he has convinced himself that there is nothing more important than ensuring Sigiriya gets built so he and his family may have a better life.

Suvik is something of an aggressive perfectionist and holds everyone to the insanely high standards that he sets for himself. He has problems trusting that others can reach this level of perfection and is prone to micro-managing, even in situations that he doesn't know anything about. As a result Suvik can become something of an obnoxious "helicopter parent" when it comes to seeing through the production of Sigiriya; he is likely to smother people as they try to do their jobs and has a particular penchant for bothering Pamu.

Role

Suvik operates as the King's envoy, the direct message line between the King and people and the workers of Sigiriya. He represents the King's will and as a result is quite a hard-ass about the messages and requests he relays as he is very unwilling to stick his neck out in order to convince the King to change his mind about something. Because of his role Suvik assumes that no one will like him and plays up this fact, coming on strongly as a cold, uncaring, and mechanical servant of the King.

Strengths & Weaknesses

Strengths:

Creative Problem-Solver, Strong Willed & Unwavering, Can Make The Tough Calls, Goal Oriented & Focused, Good At Managing Others/Making The Most Of People, Recognizes Other's Strengths

Weaknesses:

Distrusts Others To Do Anything, Demanding & Pushy, Just Kind Of Mean, Intimidating, Anxious

Character Goals

Suvik just wishes to see Sigiriya be built and become a stable and bustling city. He has been shaken from the turmoil of the war and unrest following it and just wants a nice, calm place for he and his family to return to business as usual. Suvik is willing to ignore the King's unsavory history and accept his demanding and stressful ways if it means building a better life for him and his family. One would be hard pressed to convince Suvik that there is anything more important than this goal.

World View

- You can't take care of anyone else unless you take care of yourself first
 - People will always disappoint you
 - Happiness is attainable only if you're willing to make sacrifices for it
-

Chamara

Meyers-Briggs Type:

ISFP: The Chameleon - Flexible, Charming, Ready, Explorer

Quick Look

Your Son - Male - 15

Appearance

Chamara's age has put him directly in the middle of an awkward growing phase. He's somewhere between still being a boy and budding into a fine young man, but his body hasn't quite caught up. His limbs are a little too long and his face is still a little too soft, betraying him in his efforts to appear older than he is.

Personality

Chamara is a young man with a strong will and a bit of a stubborn head on his shoulder. Chamara is desperately trying to grow up faster than he is expected too and is internally frustrated by the fact that he lies somewhere in the limbo between child and adult in the eyes of everyone else. He wishes to be treated like an adult and be involved in all of the fun socializing activities that the men of Sigiriya hold, but is not so willing to accept the strong sense of responsibility that comes with adulthood.

It isn't uncommon for Chamara to treat his father and Lakmini with a bit of a mean and incredulous attitude. He dislikes being redirected from his goals and having things asked of him. Like many children his age Chamara has his own agenda and doesn't have time for the needs and schedules of others. Chamara wants nothing more than the approval and attention of the other men around Sigiriya, he wants to be accepted as "one of the guys" but knows that they still view him as a bit of a child. This means that Chamara spends nearly all of his time trying to seek said approval, and can ALWAYS be found where the male workers are drinking palm toddy, laughing, and gambling.

Though he often puts on an air of the confident "aloof cool guy" Chamara is actually rather quiet and sensitive by nature. During the day he spends a fair chunk of his time helping Hetuwa, the potter, and learning different techniques from him. Chamara clearly has an interest in creativity and art, but is unwilling to admit that. He likes to play it off that he's helping Hetuwa since the guys at the construction site don't need his help today, which is rarely true, they usually need all the extra hands they can get. Chamara is still working out the kinks in himself and his personality. He's not quite sure who he is yet and he's in the midst of a tumultuous personal journey to find this out.

Role

Chamara is primarily interested in serving himself and finding a place to fit in and as such he doesn't have a strong role within the community. The majority of Chamara's time is spent in Hetuwa's pottling yard, helping him as he is nearly always overwhelmed with the demand for clay goods as Sigiriya is constructed. When Hetuwa can't find a use for Chamara, which is fairly rare, he can be found assisting with odd jobs around Sigiriya's labor sites. After hours Chamara is a popular face in the gambling and drinking rings as his charming nature and good sense of humor shine through.

Strengths & Weaknesses

Strengths:

Clever, Creative Mind, A Good Storyteller, Observant & Careful, Empathetic To Stress & Struggle

Weaknesses:

Incredibly Unconfident, Frustrated/Angered By Instability In His Life, Short Tempered, Impatient, Antsy, Overly Self-Reliant (I can take care of myself DAD)

Character Goals

Chamara needs stability and a place in the world above all else. The upheaval of war and trekking through the jungle on the whim of the King has left him confused, frustrated, and bitter. This on top of the usual emotional growing pains of adolescence has left Chamara with a *need* to fit in somewhere and feel accepted. Chamara just wants to know who he is and where he belongs in the world and he's trying to figure it out in his own clumsy teenage way.

World View

- There's nothing harder than being himself
- You have to present how other people want you to for them to like you
- It's unfair for him to be treated as anything less than an adult

Writing Notes

- Resents being treated as the "woman of the house" by his father.
-

Lakmini

Meyers-Briggs Type:

ENTJ: The Director - Bold, Imaginative, Leader

Quick Look

Your Daughter - Female - 12

Appearance

Lakmini radiates the energy of a child who wishes to be grown up. She is only 12 but is already shaping up to be a lovely girl. She tries her best to put on an air of confidence and maturity, though her childish traits give her away. Her braid sometimes slips and her skirts often drag, a little too long for her just yet.

Personality

With the death of her fiancé, subsequent move into the jungle, and abandoning her home Lakmini is finding it exceedingly hard to cope with life. Since arriving in Sigiriya Lakmini has done little other than putter around in a haze of sadness and cynicism. The more she is left to cope with her feelings alone the more Lakmini has been driving herself downward, convincing herself that nothing is good anymore and nothing will be good ever again. She's willing to carry on with her daily tasks, as she recognizes that you rely on her to take care of Neja when you can't, but she does not do it with a smile. In fact she does it with a sad face and a mopey attitude.

To heal from her sad haze nothing is more helpful to Lakmini than distraction. She needs to have her thoughts, feelings, and energies redirected to anything else before she can begin to dissect the emotions that have been plaguing her. Lakmini needs proof that everything in the world isn't sad and out to get her. However, in her current state she is hard to convince. Attempts to blatantly "prove" to Lakmini that she doesn't need to be sad all the time are likely to fail. She instead needs to be "led" to believe that things aren't all bad by participating in activities that give her no time to think about her plight. Gayesha and her kitchen have been exceedingly helpful in this process of healing by diversion. Lakmini throws herself into learning from Gayesha and practicing what she learns; and with the work her cloudy disposition is slowly clearing and she's returning to the colorful and bold child she once was.

When not overwhelmed by her crushing sadness Lakmini shows a bold and bright personality. She radiates a strong air of confidence in herself and all she does. Lakmini prides herself on being an intelligent and mature young lady, which she certainly is, but it can get her into trouble. While she is a very mature and well put together girl for her age it's not uncommon for Lakmini to think of herself as a

“small adult” when she shouldn’t. No matter how well developed she is Lakmini is still a child and doesn’t have the fully developed rationality and decision making capabilities that a grown adult does. While clever Lakmini can come across as a bit of a “know-it-all” and is eager to have the right answer for everything; and even if she doesn’t she is willing to “fake-it-till-she-makes-it”.

Role

As a young lady Lakmini knows that she is tasked with the care of her younger sister and her family home, especially in the absence of her busy father and eager-to-socialize brother. Lakmini is not especially excited or happy to take on these responsibilities but by her nature she refuses to do them to any less than the best of her ability. When not at home Lakmini spends a lot of time in the kitchen with Gayesha, who Lakmini feels ever closer to. Not only is Lakmini a very good assistant to Gayesha she is genuinely very interested in learning all the different techniques and recipes she has to teach.

Writing Notes

- Lakmini has gone through an intense trauma and hasn’t had the space or the support to truly process it. She goes “inside” when triggered, as in she completely shuts off to the friend or family member that she is speaking with.
- Lakmini’s mood: generally sullen, lethargic, negative, or downright nasty. When something is fun or distracting to her she perks up to her old self.

Strengths & Weaknesses

Strengths:

Good At Improvising, Organized, Confident In Her Abilities, Sharp Witted, Outgoing, Puts 100% Into Everything She Does

Weaknesses:

Gets Wrapped Up In Her Emotions, Always Wants To Be Right, Hates Failure, Finicky, Trying Too Hard To Be An Adult

Character Goals

Lakmini’s primary goal is to heal from her emotional turmoil, whether she recognizes this desire or not. Deep down inside Lakmini does wish to let go and feel better but she has been finding it difficult to let go as she is easily overwhelmed by her emotions. Overall Lakmini just needs to move on and find

herself again; she'll soon be back on her feet and able to take on the world with her usual fervor once more.

World View

- It's important to ALWAYS put your best foot forward
 - Bad things happen no matter what you do, which isn't fair
 - Everyone should always try their hardest, even if they don't want to
-

Neja

Meyers-Briggs Type:

ESTP: The Showman - Smart, Energetic, Perceptive, Risky

Quick Look

Your Youngest Daughter - Female - 6

Appearance

Neja is a cute little child! She's plump and happy and has a cute round face, which is only accentuated by her thick cloud of dark hair that falls to her shoulders. Neja is rarely seen without her monkey, Aravinda, who is usually either perched on Neja's shoulders or skittering around close by.

Personality

Neja is as excited and energetic as her chattiness and bright smile might suggest. There is little that intimidates Neja and little that she's unwilling to try or be involved in. Neja is a familiar face with the people of Sigiriya as she is constantly running all over the camp, talking to anyone that will entertain her and involve her in what they're doing. Some members of the community can find this kind of energy and nosy nature rather exhausting but the ones who are willing to engage with Neja find her a clever child who is genuinely willing to learn.

Neja wants to be involved with everything and everyone at once and greatly dislikes being excluded. She can actually be rather begrudging and vindictive for a six year old when she's brushed off with a grumpy or rude attitude. Since she's quite young Neja struggles to tell the difference between

someone that has brushed her off because they don't want to deal with her and someone that can't deal with her at the moment.

When Neja returns from her adventures she wants everyone else to be just as excited as she is about life and what she has to say, and finds it deeply discouraging when others aren't. The less people show interest and excitement for the things Neja does the less she'll engage with them. Neja needs her excess energy and excitement to be directed or she will find her own way to expend it, which has the potential to end with Neja getting herself into trouble.

Role

Neja is a point of light in the lives of those that enjoy regularly interacting with her. She brings a bright, and usually childish, perspective to even the toughest of situations. While she's fairly self sufficient Neja does need someone else to feed her and enforce a bedtime (if it was up to her she'd stay awake forever!). She is a little kid and needs someone to make sure her needs are met at the end of the day, and needs someone to keep her out of trouble.

Strengths & Weaknesses

Strengths:

Surprisingly Well Spoken, A Good Listener, Filled With Excitement, Willing To Try Anything, Smart, Outgoing

Weaknesses:

Holds A Grudge, Discouraged By Disinterest, Frustrated By Being Ignored, Gets Into Trouble, Foolhardy

Character Goals

Neja's personal goals are to discover everything she can about this new home of hers. She wants to find all the secrets of the jungle around them and maybe even discover mystical treasure and secret groves like the people her the stories her Amma and Appa have told her. For the adults in Neja's life they wish to see her grow up well and happy, making sure that she adjusts to this new and strange place well.

World View

- Everything there is can be interesting somehow
- Adults don't understand that everything is cool

- I can do everything and anything that I try to
-

Duminda

Meyers-Briggs Type:

ENFJ: The Educator - Charismatic, Inspiring

Quick Look

Buddhist Monk - Male - Early 30's

Appearance

Duminda constantly wears a bright smile on his face that invites others to his side. He has a soft and kind face and an odd sort of beauty about him. Independently his features may be considered rather odd, but together they work, giving him a sort of strange handsomeness about him.

Personality

Duminda is an exceedingly popular face around Sigiriya and has a bit of a following with the camp's young women in particular. It would be accurate to say that Duminda is certainly something of a smooth talker and charismatic presence. He has a certain ability to convince others of things without even trying, many people are simply inclined to agree with him. He has a calm and even tone but still somehow manages to have a certain boisterousness about him. Duminda is inclined to greet everyone with an intense warmth, as if they are old friends despite how many times they have met (or not met) before.

Though most people around Sigiriya would agree that they like Duminda he can be a bit of a polarizing presence. Critics find his charisma grating and manipulative, finding his smooth talking and unwavering confidence to be tools for controlling others. Duminda usually doesn't intend to use his personality for evil, but it would be wrong to say he isn't aware of how much influence he can have over others. Duminda is used to having others agree with him and is used to getting what he wants from people when he does ask them of things, and he finds not getting those things rather jarring. Duminda rarely asks things of people that they are unwilling to do for him or agree with him upon but when they don't he is likely to become increasingly frustrated. Duminda doesn't necessarily get angry but does get frustrated when people challenge him, eventually becoming flustered and insisting on disengaging from the interaction.

Role

Duminda exists in the sphere of Sigiriya simply to offer spiritual guidance to those that need it. He is very inclined to “go with the flow” and just handle life as it comes to him. Duminda chose monkhood to disengage from the traditional expectations of marriage and a family. He had his choice of female suitors but was never particularly interested in marrying them. Monkhood is far more satisfying to him and he chose to follow the path to Sigiriya as it was an opportunity to experience something new.

Strengths & Weaknesses

Strengths:

Composed, Charismatic & Kind, Gentle, Great Conversationalist, Rolls With Life's Punches

Weaknesses:

Influences Other's Opinions Without Meaning To, The Worst At Arguing, Doesn't Like Being Challenged, Unreceptive To Different Opinions

Character Goals

Duminda has no agenda or real strong goal at Sigiriya. He is around simply to offer guidance to the people that need it and offer compainiship and a good talk for the same reasons. He is here to see where life takes him and what new opportunities being in this new place brings to him.

World View

- Life will bring you the experience you need when you need them
- I understand the word as I do and that's what makes me comfortable
- Sometimes offering others a distraction is the best thing you can do

Isuri

Meyers-Briggs Type:

ISTJ: The Auditor - Practical, Fact-Minded, Reliable

Quick Look

Healer & Spiritualist - Female - Early 40's

Appearance

Isuri's sharp features match her sharp personality to a tee. She has a thin and hawkish face with pointed features and narrow eyes. Her face is softened only by the halo of fluffy hair that surrounds her head and shoulders. Isuri's frame is slight and she is always neatly put together, not a fold of her sari out of place.

Personality

Isuri is someone that most would find hard to get along with. She has a sharp personality and comes off strong as a mean and uncaring individual. She is a woman of few words and is deeply unlikely to start conversations with her fellow community members, preferring the company of the birds and the forest to the company of people. It's not that Isuri necessarily hates others, it's just that she finds most conversations a waste of her time. People rarely like to be as "to the point" and efficient as she likes to and this bothers her to no end. Isuri has no time for nice words and conversational "fluff" so she will always get right to the point and say exactly what's on her mind. To most this behaviour of "streamlining" interactions makes her come off as rude and harsh, like she's trying to get them off her back, which isn't entirely wrong.

When it does come to having casual conversations with others Isuri loves nothing more than to gossip. Isuri tends to be very observant by nature and takes pleasure in studying and mentally "cataloguing" the behaviours and actions of the people she sees around. If someone comes to her to discuss any interesting gossip about people she is always excited to fuel the fire by giving her theories and input based on what she's heard and seen. She loves to learn secrets and blackmail about people and tuck them away in the back of her mind. While she won't go out of her way to use them against people, she will whip her store of unsavory knowledge out if she sees a chance to use it. Isuri takes a bit of sadistic pleasure in watching other people squirm and dig their way out of holes and takes any opportunity to do so when it arises.

Despite what everything about her would suggest Isuri does have something of a caring nature deep down inside. Her role as a natural healer is the most important thing to her in the world, while she enjoys causing social discomfort Isuri is deeply bothered by others being in physical discomfort. Though she does nothing to show it, Isuri does care about the well-being of those she heals and will do everything in her power to make sure they walk away from her happy and healthy once more. Isuri is incredibly confident in her medical abilities and takes great pride in what she does. When something goes wrong, she takes an almost obsessive approach to understanding exactly *why* and fixing the problem; no matter the stakes Isuri must *always* learn from her failures and mistakes.

Role

While her bedside manner is just awful, the people of Sigiriya appreciate Isuri for her in-depth knowledge of natural healing and medicine. Her ability to solve people's medical issues and heal them from injury almost seems like some kind of magic. Though she should be impartial in offering her service, and she would never turn a person in need away, Isuri does definitely play favorites and will prioritize or do special favors for those she likes.

Strengths & Weaknesses

Strengths:

Intellectual & Learning Driven, Observant, Perspective, Elephant-like Memory, Very Logical, Extremely Good At What She Does

Weaknesses:

Hard To Like, Gossip-y, Rude, Mean-Spirited, Easily Annoyed By People

Character Goals

Isuri is incredibly proud of what she does and nothing makes her happier than maintaining her skills as a healer. Isuri is always determined to learn more and prove herself and spends much of her time researching the natural world around her to better understand how she can apply it to her practice.

World View

- Most people like to waste time by talking too much because it's easy
- People should think about how they can best use their time and prioritize
- Choosing to not dedicate yourself to something is a waste of life

Athula

Meyers-Briggs Type:

ENFP: The Advocate - Enthusiastic, Creative, Sociable

Quick Look

Gardener - Male - Late 80's

Appearance

Years of working with the earth has left Athula with a hunch and leathery skin, but he should not be mistaken for a frail old man. Despite his age Athula remains strong and in good health. Athula's face is naturally stern, but wrinkles around his mouth and eyes suggest that it is often scrunched in a welcoming smile.

Personality

Athula acts as a universal grandfather to anyone and everyone at Sigiriya. He loves to offer his advice to those that come to him and is very good at working through people's problems by talking back and forth with them. Everywhere Athula has ever lived he has managed to become something of a defacto therapist to those seeking advice around him. His years of experience talking to others about their problems has left Athula with a huge bank of knowledge that allows him to help people deal with almost any problem they could possibly bring to him. When discussing things with others Athula does his best to listen well and give impartial answers, but it does happen that sometimes his strong opinions leak into his advice.

Athula feels very strongly about following tradition and keeping a level head in every situation, and he's likely to slip these in whenever he sees it fit. This habit has led him to be less popular as a problem solver with the younger and more rash citizens of Sigiriya, as their problems tend to be deeply entwined with either tradition or volatile emotions. Asking Athula for help with problems that directly involve either of these two topics can easily lead to the individual being trapped in a lengthy lecture on the importance of them rather than getting actual advice.

Athula is happy to welcome anyone into his garden... as long as they don't try to help him take care of his plants. Athula is surprisingly picky and harsh about the way his gardens are run and cared for. Though he is generally quite warm and kind he can be very hard on the employees who work under him in the care of Sigiriya's gardens. It's not that Athula doesn't trust his workers, he trusts them more than anyone, it's just that he expects them to be receptive to feedback and he is *very* serious about things being done right in his garden. This is why he only trusts the workers he has hand picked to work in the gardens as he is confident in their abilities and confidence in them to respond to what he has to say about their work.

Role

Athula oversees all of the gardens at Sigiriya and is responsible for ensuring that the food producing ones are able to keep up with the demand the population puts on them. Because of this he is very serious about the way his gardens are run and expects the people he has hired to help him behave the same way. Though he is usually very kind and sweet when it comes to his garden Athula rules with an

iron fist and has little time for fuff. He wants everything done a certain way and will not stand for anything less.

Strengths & Weaknesses

Strengths:

Has A Huge Wealth Of Life Experience, Makes An Effort To Listen, Sympathetic, Very Kind, Very Organized, A Good Leader

Weaknesses:

Stuck In His Ways, Frustrated By Those Than Don't Work Like Him, Angered When Others Don't Listen, Hard To Convince, Picky

Character Goals

Athula knows that he will not be in this world for that much longer and in that time he wishes to leave his mark behind. He wants to make a positive impact on as many lives around him as possible and will do this through words and through teaching. As far as his garden goes Athula would like to leave in his wake a group who he can trust to care for the plants in the earth as he did. While he may seem like he's being very hard on them he is simply trying to ensure that they know what is best and will be able to carry on his legacy.

World View

- It is important to share what you have with others, whether that be wealth, knowledge, or something else
- If you can help someone it is your responsibility to do so
- It is important to stick to what you believe is the right way to do things

Hetuwa

Meyers-Briggs Type:

ESFJ: The Contributor - Caring, Helpful, Sociable, Popular

Quick Look

Potter - Male - Mid 20's

Appearance

Hetuwa is a small and wiry young man who's hair and clothing always appears at least slightly disheveled. Despite his chaotic self-presentation Hetuwa has a calming face, rarely caught without an endearingly sheepish smile and kind eyes.

Personality

It doesn't take long after meeting Hetuwa to realize that his endearingly disheveled appearance is very reflective of his personality. Hetuwa is a genuine and sweet person and will warmly welcome anyone who drops by into his painfully messy work space. Hetuwa loves talking with and being near others but his lack of confidence leads him to be exceedingly awkward in conversation. Though he likes to chat anytime, anywhere he can be quite difficult to carry on a conversation with as he lacks all tact. He rarely knows what to talk about and doesn't always know how to respond to things correctly, but he does always appreciate the conversation and company as he is prone to loneliness. Hetuwa's childishly awkward way of conversing and his tendency to attract mess often leads people to believe he is much younger than he is. While Hetuwa is well into his 20's he's commonly assumed to be in his late teens.

Hetuwa possesses a general determination to please everyone around him and is very prone to becoming self-destructive in an effort to achieve this. Recently Hetuwa has been put under a lot of pressure to participate in very repetitive and time consuming work as the quick construction of Sigiriya demands high production of things such as bricks and pipes. Hetuwa is beginning to face a level of burnout as he works as much as possible in order to keep up with Pamu and Suvik's requests and demands. Hetuwa genuinely loves his work and his craft but much prefers the creative design aspect of it. Though he is under too much stress Hetuwa absolutely refuses to slow down or stop working or even really say anything about his situation; he's received much praise for his hardwork and now doesn't want to disappoint or impede those that rely on him.

There are few things in the world that excite Hetuwa more than discussing the intricacies and methods behind his work. When asked about it Hetuwa is likely to go on a tangent, it's one of the few times that he doesn't know when to *stop* talking. Because of this trait Hetuwa is incredibly receptive to those that express interest in learning from him, so imagine his excitement when Chamara began spending time around the potting yard and offering his hand. Hetuwa happily took Chamara under his wing and teaches him everything he can in-between the usual grind of producing building materials. It also wouldn't be true to say that Hetuwa doesn't appreciate the extra help with filling orders now that Chamara is slowly learning how to perform basic crafting tasks. Hetuwa's one wish for Chamara is that he would take more pride in his work; Chamara is shy about being excited to create anything artistic despite clearly enjoying the process and Hetuwa wishes he could do something to foster that confidence (but he has no idea what).

Role

Hetuwa acts as a potter for Sigiriya, one of very few. He's very good at and proud of what he does but he prefers to create artistic and beautiful things rather than the functional bricks, pipes, and stoneware he's been tasked with creating. However, Hetuwa's nature as an intense people-pleaser means he will put just as much time and effort into these boring and repetitive jobs if it means making the people that depend on him happy.

Strengths & Weaknesses

Strengths:

Just Very Sweet, Friendly, Likes Being Around People, Holds Ill-Will For No One

Weaknesses:

Workaholic, Too Passive, Terrified Of Being A Burden/Disappointing, Filled With Anxiety, Forgetful, Disorganized

Character Goals

Hetuwa, above all else, wants to make other people happy. He goes out of his way to help others and do things for them that will make their lives easier, even if it means sacrificing his own comfort and well-being. After taking Chamara under his wing he hopes to foster some confidence in the boy. Hetuwa himself recognizes the self-confidence and identity issues Chamara has as something that he used to deal with at that age and would like to help him, but doesn't really know where to start.

World View

- The happiness and comfort of others is far more important than my own
- Nothing is more satisfying than a job well done
- It's okay to ignore yourself if it means helping other people

Bahir

Meyers-Briggs Type:

ESFP: The Entertainer - Spontaneous, Energetic, Enthusiastic

Quick Look

Showman & Trader - Male - Early 30's

Appearance

Bahir is a bit of a peacock in both personality and appearance. He's a tall, thin, and rather odd looking man; on top of his naturally strange build he wears bright and showy clothing only adding to his visual intrigue. Bahir is almost never caught without a wide smile on his face, to a point that it almost feels a little disingenuous.

Personality

Bahir wants nothing more than to be well-liked within the community of Sigiriya and he does everything within his power to try to make that happen. Bahir is naturally a very overly-friendly and outgoing person but he only plays it up more in an attempt to be as likeable as possible, unfortunately this can backfire more often than not. Many people, especially those who are quieter, find Bahir socially intimidating and smothering; some even think him untrustworthy and two-faced assuming that his act is covering malicious intent. While seeming two-faced is not his intent it has earned him a bit of a reputation in Sigiriya. Whether Bahir understands where suspicions stem from or not is decidedly unclear as he seems aware of peoples' attitude but doesn't make an effort to tone himself down.

Bahir can be a bit of a yes-man, which further feeds into the distrust that some of Sigiriya's citizens treat him with. His tendency to agree to everything and anything comes from a place of desire to make everyone happy and a complete lack of forethought. There's not much in life that he has ever thought through and that trait is not to change anytime soon. This nature of saying yes to everything tends to make him appear undependable and flaky as he almost always overcommits himself which leads to a lack of follow through. Unfortunately, since he wishes to split his time well, Bahir has no real rhyme or reason to which engagements he will actually make good on which means he is equally as flaky to everyone and every type of event he agrees to.

On any given day Bahir can be found bouncing around Sigiriya telling grand stories of questionable validity and trying to play up his wares to those who he thinks might need them. When he came to Sigiriya, mostly on a whim, Bahir was sure to bring with him a huge and surprising array of different wares. He saw the new settlement as a chance to sell items to those who would be in need of both basics forgotten in the packing as well as small luxuries people haven't had access to on the road. While it seems like Bahir is looking to prey on people in need he is actually more interested in being there to help. While he is of course interested in making profit, he's more likely to sell people what he thinks they need over what will get him the best deal. It's not uncommon for Bahir to trade with people at a deficit to himself or even give them some things for free if they seem to *really* be in need of the item.

Role

Though he was at first trusted by really no one at all Bahir has since carved out a niche for himself at Sigiriya. He seems to have an uncanny ability to identify just the type of item a person needs...and then has it in his giant collection. After a few very impressive trades with some of the larger players in the community Bahir has come to be accepted by some and tolerated by most. Though a fair few people still don't trust him there are few in Sigiriya that outright refuse to trade with him as he just seems to have *everything*.

Strengths & Weaknesses

Strengths:

An Eye For What Someone *Really* Needs, Eager To Please, Super Friendly, Very Non-Judgemental, Theatrical

Weaknesses:

Very Socially Intimidating, A Yes Man/Over Commits, Bad With Follow Through/Flaky, Not Comfortable With Himself, Impulsive, Overshares

Character Goals

Bahir really would just like people to accept him as a full member of the community. His tendency toward bouncing between locations without much planning or forethought means he usually doesn't have time to cultivate a close circle of friends before leaving a place. Bahir sees Sigiriya as a place that has the potential to need him and his services for a while so wants to make it more of a home than he's ever had before.

World View

- Deal with consequences as they come
- Opportunities don't come to those that are idle
- You'll never know if something works if you don't try

Concubine Guard Captain

Meyers-Briggs Type:

ISFJ: The Defender - Dedicated, Warm

Quick Look

Captain Of Concubine Guard - Female - Early 30's

Appearance

The strength and power that the Guard Captain has is reflected in her appearance. She has a tall and muscular frame and can very clearly compete with her male counterparts as far as strength and athleticism go. Her face is stern and sharp and she has piercing eyes; just by looking at her face it is clear that she *does not miss* a thing.

Personality

There are few things in the world that are more important to The Guard Captain than her role as such. She takes her job with the utmost seriousness and does not have time for those that think they can impede her. As a woman she's faced a fair bit of backlash in achieving her position and in response to this just worked twice as hard and became twice as good at what she does. Because of this she finds those that criticize or tease her for being an unmarried woman in a masculine role laughable. The Guard Captain has worked incredibly hard to be where she is and she *knows* she's good at her job, so those that think they can make her feel insecure are simply making fools of themselves.

Though she can be a bit of a serious and scary "stick-in-the-mud" when she's working The Guard Captain is quite good company when she's relaxing. She's a warm person who likes to listen to the stories others have to tell; particularly stories they have about things they have achieved or things that make them happy. In the little free time that she has The Guard Captain likes to have a casual drink and chat with others. Though she has no problem being "one of the guys", as the nature of her job has desensitized her to the taboo of mixed gender socializing, she prefers more low-key off time. If The Guard Captain is taking some personal time she is less likely to be found in the gambling and drinking rings of the male workers and more likely to be alone in the gardens or by the lake with one or two others.

Because The Guard Captain is so often expected to be at the top of her game and in a guard mindset she can find it hard to disengage. It's not uncommon for her to be overly serious in situations that don't necessarily call for it. Because of this lighthearted jokes and conversation can sometimes go over her head or can be received in a completely wrong way. Unfortunately this makes The Guard Captain come off to others as often being the "no fun police". She doesn't mean to be this way but it does happen often.

The Guard Captain's over seriousness can also come in combination with her natural stubbornness, which, on top of a number of other factors, can make her very socially intimidating to some. Pursuing her role she has had to create a very spiky shell to reject the opinions and criticisms of others

and that has resulted in her being very set in her ways. If The Guard Captain thinks she's right about something she is very unlikely to change her mind about it. She's learned to trust herself, her opinions, and most importantly her gut so she doesn't like being told differently. Because of this The Guard Captain can be an incredibly hard-sell on anything that she is unwilling to do.

Role

The Guard Captain manages all of the King's guard dedicated to the overseeing and protection of his concubines as well as the staff and servants that care for these women. She is one part sentinel and one part executive manager and she has a fair bit on her plate. The Guard Captain has worked hard for this position and is very proud of it, and she takes it with the utmost care and seriousness.

Strengths & Weaknesses

Strengths:

Focused, Loyal, Strong Willed, Warm & Genuinely Caring, Rarely Loses Her Composure, Confident In Her Abilities

Weaknesses:

Too Serious, Can't Disconnect From Her Job, Defensive Of Opinions, Stubborn/Hard Headed, Unwilling To Take Risks, Dislikes Breaks In Routine

Character Goals

The Guard Captain goals have seen little change in the years since she has taken up her role. She is determined to do the finest job in all the land at what she does and she will let nothing stand in her way. She is a servant to the King and a servant to his concubines and that is her role, she will fulfill it to the best of her ability. However, Anuradha joining the King's court has thrown something of a wrench in the Guard Captain's plans. This strange girl is different from the rest of the concubines and the Guard Captain keeps finding herself distracted by this personality, something she has never felt before. Despite what her morales tell her, the Guard Captain is willing to forgo her business as usual in an effort to learn more about and spend more time with Anuradha.

World View

- Fate has blessed me with good fortune and I am not to ask questions of it
- Those who wish to impede me are not worth my time
- If you are given a task you should put all of your effort into it, regardless of whether you like it or not

Anuradha

Meyers-Briggs Type:

ENTP: The Designer - Smart, Curious, Intellectual

Quick Look

Concubine - Female - Late Teens

Appearance

Like all of her peers Anuradha is certainly a pretty girl, but she has a certain ethereal nature about her that few others do. She's a petite girl with cute, round features and she has a sparkle in her eye that reflects her intelligence and mischievous ways.

Personality

Despite being an adult Anuradha never lost the childlike wonder and sense of exploration that sets children apart from their grown counterparts. Anuradha wants everything out of life and nothing frustrates her more than inaction. Her entire life she has been chomping at the bit to leave her sheltered home and see the world, and the opportunity to join the King's court was the chance she needed to escape. Every step of the way growing up she has fought back against rules, regulations, and traditions and rather than let the constant expectations of others beat her into submission she has only grown more resistant to them. Her energy seems boundless and some can find her rather intense, maybe even a little tiring. For those that don't share Anuradha's dedication and passion she can be hard to understand.

Seen as somewhat of a troubled child and disobedient daughter back home, Anuradha has a need to explore, take risks, and test the boundaries of the world around her. Anuradha has never really seen strong consequences or been told "no"; the most she has ever gotten as punishment for overstepping her boundaries is a hard slap on the wrist. This lack of discipline has only fostered Anuradha's mischievous and exploratory nature. She will often push as hard as she can and do what she's not supposed to in the name of learning new things and having an adventure. It has happened before that Anuradha ropes others into her schemes and gets them in trouble along with herself. Unfortunately those she ropes in often do not share her privilege and end up taking the brunt of the punishment, something Anuradha has been blissfully unaware of. The weight of the choices she makes and the impact they have on those around her are not always clear to Anuradha.

In another life Anuradha would make a fine scientist, scholar, trader, or pirate, and she certainly loves stories about all those things and more. Anuradha loves hearing and reciting stories of exploration, discovery, strength, and adventure. She's become something of a walking library of tales and is happy to recite (and practically act out) them in an animated way to those that ask. She tends to be popular with children as she shares their sense of wonder and is a great source of entertainment and joy.

Role

Anuradha acts under the service of the King but her joining was purely to serve herself and her own interests. She is not the most enthusiastic of concubines and rather uninterested in being involved with the King. Because of this she's not fulfilling her role all that well and is not a favorite of the King, but at the end of the day she is beautiful and a good decoration for his court so he keeps her around.

Strengths & Weaknesses

Strengths:

Smart, Endless Curiosity, Passionate, Animated & Entertaining, Cheeky & Mischievous, A Good Sense Of Humor, Knows How To Have Fun

Weaknesses:

Inherent Lack Of Discipline, One-Track Minded, Prefers Instant Gratification, Will Not Listen When Told "No", Self Serving, Only Focuses On Personal Goals

Character Goals

Anuradha's joining of the King's court was a completely self-serving action. Her excitement at leaving home and trekking into the forest was unmatched and she is here to absorb as much about the world around her as she can and expand her horizons. Her relationship with the Guard Captain began as a way to see who she could use to expand the boundaries set for her at Sigiriya. However the more she got to know the Guard Captain the more interested she became in expanding her mind. Now Anuradha is set on helping The Guard Captain shake the rigid boundaries she's set for herself and show more interest in the strange, the beautiful, and the curious.

World View

- You only get out of life what you put into it
- Inaction leads to sadness and death of creativity
- Life won't wait for you so don't let it get ahead of you

Hunter

Meyers-Briggs Type:

INFJ: The Confidant - Quiet, Mystical, Inspiring

Quick Look

Vedda Hunter - Female - Late 30's

Appearance

The Hunter is a tall and athletic woman with long limbs and a graceful stance. She might be quite beautiful if it weren't for her stern face and the harsh personality that matches it. The Hunter's face would suggest that she is always angry about something. While this is certainly not true it can be off-putting for those that have never met her and causes the timid to steer clear of her.

Personality

The Hunter is a woman who has been alone in the world for sometime now. Exiled from her village about a year prior she has been seen living alone in the jungle surrounding Sigiriya Rock. While The Hunter has never been one to rely on others or seek much social interaction her time alone is still beginning to take a toll on her. Missing the family and children that she can't return to is taking a toll on The Hunter's mind and she wishes to replace the hole in her heart with something. She also misses the comfort and stability of a community. She worries that she may become injured or ill alone in the jungle, which would likely lead to her death. The commotion surrounding the arrival of the Sigiryan settlers was hard to miss, and so The Hunter has been observing the community for sometime as it settles in, weighing the pros and cons of attempting to assimilate.

A woman of few words The Hunter prefers to listen to others rather than talk. She is actually rather bothered by people that expect her to respond and carry a conversation with them. She is aware that this is just how some, if not most, people operate but she *really* wishes they weren't like this. This tendency towards silence and lack of conversational participation is off-putting to many, which is very fair, and it makes The Hunter a hard character to deal with for most. While she puts on an air of disliking and not caring for others The Hunter actually has a strong maternal streak. She cares greatly about the wants and needs of others and wants to fulfill these. She will happily do favors for others, even if her emotions read as annoyed or upset about being asked. She is also prone to performing actions of kindness without

saying anything, and becomes quite flustered when others point out her kindness. The sheer knowledge that she has helped someone feel safe and comfortable is enough to satisfy The Hunter.

Though she hopes to be able to integrate into Sigiriya, The Hunter does find it difficult to build relationships. Her off-putting and intimidating personality is a bad start but it is coupled with the fact that she can be incredibly guarded and distrusting. Unwilling to rely on others The Hunter is unlikely to talk about herself or her needs. She has also become distrustful of others. After being exiled from her home in a traumatic and tumultuous fashion she fears this happening again and refuses to tell anyone about where she's from or her past.

Role

The Hunter has been silently attempting to provide for Sigiriya. At the beginning of the story she has been occasionally bringing meat, fish, and local wild plants to the kitchen at night, much to the confusion of Gayesha. As she is integrated into society she will begin to train others in different hunting techniques, greatly increasing the community's access to meat and fish.

Strengths & Weaknesses

Strengths:

Calming Presence, Logical Thinker, Good In A Crisis/Level Headed, Excellent Listener, Caring, Willing To Help

Weaknesses:

Guarded, Self-Reliant, Annoyed By Chattiness, Wants To Do Her Own Thing Always, Doesn't Like Teamwork, Intimidating, Unapproachable, Awkward

Character Goals

The Hunter wishes to have herself a community once again. She wants the protection and guarantee of help when she needs it as well as something to fill the void left by the loss of her family. Sitting alone in the forest with all the time in the world to think about what's now missing from her life is eating her alive and she knows what it is unhealthy so she seeks to fix it.

World View

- Even if you want to you can't do everything alone
- Expect the most horrible and unexpected to happen
- Wallowing in self-pity will get you nothing