

Character profile: Boji

Brief backstory

From simple beginnings as a native creature of Acrea--a wolf of sorts, Boji was enhanced by The Sage via the revival ritual, using xhinon--the precious element associated with wisdom and perception.

He watched as the giant alchemists and their people built their civilisations in the valley and he learned their ways from his master. He watched The Sage perform the spirit-holding rituals of the natives and the revival ritual of the alchemists. He was there as The Sage learned the powers of each element and how to channel them. He took on The Sage's belief that knowledge is power and power is responsibility. They watched together as the alchemists' greed and exploitation ravaged his land.

Boji helped The Sage prepare for the ultimate destruction of civilisation in the valley. The Sage's last wish was for Boji to leave the valley as he carried out his great destruction, a shockwave targeted to anything with an elemental enhancement. Boji watched from the mountainous boundary of Acrea as his master shook the elements back into balance, destroying his alchemist adversaries and himself. The power of the shockwave and its residual forcefield prevented Boji from returning and he was bound to roam the rocky margins for millenia. Then a mysterious explosion threw the elements out of their harmony and Boji could return home once again. Just as he was getting comfortable in his habitat, the factions began to move in and make their claims on the valley.

Now Boji watches as his home is overrun once again. He hoped that this time they might have advanced beyond their ancestors and find a way to coexist and live in peace, but he sees the pattern repeating and believes that now his master is dead, there is no solution.

MOTIVATION

Boji wants to get to the Sage's tower, to revive him and restore balance to Acrea.

Boji needs the Explorer. Because he died with the three-element rock buried in his skin, it absorbed his soul. Now that Boji has revived him, the Explorer has the potential to master all three elements. And Boji can teach him.

Personality

INTJ: intuitive, introverted, thinking, judging: <https://www.16personalities.com/intj-personality>

He is imaginative yet decisive... has big ideas but enjoys solitude... is curious about everything but remains focused. With a natural thirst for knowledge, he's proud of what he knows and enjoys sharing the knowledge, as long as he believes it will be used responsibly. He is, at the same time, the most positive dreamer and the bitterest pessimist. He believes nothing is impossible with enough effort, intellect and thought. He also believes that humans are usually too lazy, unimaginative, or selfish to reach hard goals.

He's a big-picture thinker, free from the expectations of others and free to pursue his own ideas, to consider reality, to wonder and find humour, even in darkness. But he's not impulsive, except to chase a butterfly or sniff a flower. He strives to remain rational no matter how attractive an easy but ill-considered route might be. His actions are rooted in integrity, especially if the action makes clear sense.

Boji's values (mostly inherited from The Sage)

- The quest for knowledge is noble and necessary
- There are wonders to be discovered everywhere
- You have to do what's right. Sometimes it's a lonely quest

Stuff he loves	Stuff he hates
<ul style="list-style-type: none">- Nature- Knowledge and learning- When things work- When potential is fulfilled	<ul style="list-style-type: none">- Willful ignorance- Laziness- Chit chat- Disloyalty

Sense of humour

Baffled and amused by humans and their insistence on clinging to their traditions and cultures. Boji has a dark humour. He finds the funny even in the worst situations.

Characteristics

As a creature: instinctive, stealthy

Thanks to his xhinon enhancements: intelligent, witty, perceptive, wise, curious

Because of his experiences: big-picture/long-term thinker, loner, disappointed in humanity but hopeful, thoughtful, philosophical, eccentric

Trope: <https://tvtropes.org/pmwiki/pmwiki.php/Main/EccentricMentor>

Movement

Stealthy, quick, deft, alert.

When happy or excited: springy

When sad or disappointed: crumpled, deflated

Tone of voice

Raspy, husky, gravelly, soft but with a doglike growl

Manner of speaking

Considered, expressive, philosophical, playful--
ref Merlin in *Sword in the Stone*,
Oxford English--ref Gandalf at Bag End

