

## **Character Bio (Page 1) - Playable Character – Aleksi Koninsken**

### ***//Gender/Age//***

Male, thirty

### ***//Keywords//***

Adventurous, competitive, charismatic, group-oriented, family-oriented, sportsman, friendly, open to new experiences, combative, mostly unafraid, can be naïve, well-traveled

### ***//Background//***

Aleksi is a Finnish engineer, born in Turku, Finland. For most of his younger years, he spent his time discovering his city and neighboring regions through his bicycle, with friends or alone. His parents often took great displeasure seeing him leave for days on end, but kept comfort in knowing that their boy always found his way home. As an adult, Aleksi left Turku to get a degree in engineering, before travelling all over the world and making friends along the way. Raised by his adventures, he always took time to visit his parents and brothers, for whom he cares deeply. On the day of his thirtieth birthday, he learned that his younger brother, a troubled young kid always putting himself in difficult situations, decided to leave the family home to enter the Zone to find valuables. Receiving no news from him for over two months, Aleksi decided to venture into the Zone to rescue him.

Having an extensive and diverse network of relationships through his travels and friendliness, Aleksi secured a meeting with a guide in the village of Kokov to enter the Zone. Although many friends proposed to help and to accompany him, Aleksi refused it as he knows the risks of what rubbing shoulders with Stalkers means from the stories he heard.

### ***//Character in the Game//***

Aleksi is an unwilling Stalker that entered the Zone in search of his younger brother, Andrei. Through meeting new people and being unafraid in participating in the fights that are occurring between the communities living in the region, Aleksi learns that his younger brother is deeply indebted to a local warlord, nicknamed the Scorpion. Depending on the choices of the player, Aleksi can either be a friend to all or the bane of the Zone, yet all roads lead to rescuing Andrei, who became a Stalker to provide for his soon-to-be family as his girlfriend back home is expecting, and to discover the mysteries hidden in the old Chernobyl powerplant. He calls everybody “brother”, either friend or enemy.

### ***//Vocal Requirements//***

Aleksi has a calm, soft and naïve voice at the beginning, being a normal thirty years old unfamiliar with violence and conflicts, yet he gains confidence and display a commanding voice the more the game advance. Think Jason from Far Cry 3. Being able to speak multiple languages, Aleksi sometime is at a loss for words as Finnish is his native tongue, so he sometimes speaks through hand mannerisms.

### ***//Example Lines to the Player//***

When first reuniting with Andrei: “Baby brother, what have you got yourself into this time? You should have come to me first; I would have loved to help you. Now... now you and I are both in this godforsaken place.”

To Stalker friends: “I would have very much enjoyed a chill bike ride around these parts of the

world with you, my brother. Another time, I suppose.”

***//Reference Images// -Page 2***



## Character Bio - Non-Playable Character – Swedish - Page 1

### **//Gender/Age//**

Male, late-forties

### **//Keywords//**

Spiritual, mostly silent, violent man, loyal, on his own path, a true ranger, lived off the Zone for years, committed, weary of newcomers, dressed in rags, long beard and bald.

### **//Background//**

Swedish came from a poor household and used to feel like a lost cause, leaving school early to make ends meet through small jobs with the local mob in a neighborhood of Kiev, Ukraine. Having few to no friends, what got him to go through his hardships was his undeniable will to survive, which helped him move through the rank of his mob organization. His way of life changed one day, when he was sent to a drug den in the countryside to retrieve a valuable object, stolen by one of the drug addicts. Upon finding the bizarre object, an anomaly coming from Zone called a “full-empty”, he felt for the first time a sense of purpose, in wishing to know what it was and where it came from. He inquired through his connections for its place of origin and properties. He then learned of the Zone, and its riches hidden inside. Initially perplexed from having never heard of it before, soon a wave of curiosity overcame him, and he then felt what is known amongst Stalker as “the call”. The call to go there, the call to see it for himself. Without any hesitation, he left his life behind to find a way in the Zone.

### **//Character in the Game//**

Swedish, whilst not being from Sweden, entered the Zone a nobody, but became a few years later one of its legends, always presenting himself under this nickname. Having been struck by the high spiritual call to understand the Zone, he roams all around the region in search of its secrets. Object of many rumors, as he often appears when Stalkers need help the most, most of his answers are half-mumbled sentences, where he seems just as confused. Truth be told, Swedish only follows his instincts and goes where he feels like he need to go, which leads him to where his help is needed.

Swedish is the first character the player meets, in Kokov, before entering the zone. As he works under multiple patrons, such as the Old man, he sometimes acts as a guide for newcomers, even though he is weary of them. Mysterious and cloaked by his coat, he offers advices and information about the Zone, yet all his words are shrouded in riddles.

### **//Vocal Requirements//**

Gritty and serious spoken, as if alcohol passes through there in large quantities. Yet, mysterious and always ending his sentences as if he knows something nobody else does. Think of John Locke in *Lost*. Only lose his temper when he must talk about his past.

### **//Example Lines to the Player//**

“This is the way, not on another road. In time, you will see what is beyond...”

“Hey, wake up. It appears I got right in time, you were about to anger *her*. It always stuns me... you Stalkers... always looking for what is in another place.”

“I don’t talk about... *that*. There was no life for me before the Zone, as there will be none after.”

