

KALIN

*Character*¹

In-Game Reference: Kalin's Memory (Memory 1, 2, 3)

Reference Image: N/A (Kalin is a player character from the first person perspective)

Basic Information

Age: 10

Gender: Unspecified

Ethnicity: Matollan

Class: Middle

Occupation: Student

Character Traits: Curious, Friendly, Naive

Motivations: Explore their curiosities, Obey their parents

Associated Locations: [Kalin's House](#), [Shopping District](#), [Pax-Tera Peace Park](#), [Pax-Tera](#)

Notable Relationships: [Mother](#), [Father](#), [Antoni](#), [Waeli](#), [Gryf](#)

Affiliated Factions: None

Special Notes: Kalin is the player character for Kalin's Memory.

Description

Kalin is a young, curious kid who loves to explore. They were born in West Pax-Tera and have remained there their whole life. They are a B/B+ student, goofy with their friends, incredibly respectful to their mentors and adults, and generally beloved by everyone in their lives. Kalin is very curious, driving them to explore and learn about new things, though often their curiosity can lead them into dangerous situations.

Kalin turned three years old around the outbreak of the Swan Revolution, and though their family remained in Pax-Tera they had to move around a lot to avoid contentious areas and outbreaks of fighting. Kalin's household became stricter in this atmosphere, and Kalin learned from a young age to obey their parents. As a result, much of their inner struggle as a child came from the conflict between their curiosity and obedience towards their parents.

Growing up in this environment, Kalin was exposed to many anti-Azulian ideas, especially from their Father, and they were programmed not to interact with Azulians, to wander into mixed Azulian neighborhoods, or to cross the river to East Pax-Tera.

Kalin is especially fond of dogs, thanks to their mother's work as a veterinarian in West Pax-Tera. They have a stuffed dog they sleep with every night. But by the time they were ten years old, the stray dog population in Pax-Tera was soaring to dangerous heights, and as such they were warned regularly to stay away from strays.

These warnings joined the anti-Azulian mantras that Kalin repeated regularly for their parents. But interactions with a stray dog and some new friends from the other sides of the conflict would lead Kalin to question the mantras handed down to them by their parents.

By 2055, depending on the player's actions, Kalin is EITHER a disgruntled citizen of Pax-Tera who cannot let go of the past and still repeats anti-Azulian mantras OR a content citizen of Pax-Tera running a dog shelter with their old friends, Waeli and Antoni. They were interviewed about their memory by The Journalist for an article for the Novastrian Herald.

¹ Note that this character bio is a part of a larger narrative catalog for *Peaceland: Choose Your Memory*.