

Character design Script

Fletcher the Archer

Deep within the old Taitneo forest, small slithers of light protrude through the overgrowth dimly illuminating the forest floor the camera pans through the vast forestry with vast varieties of vegetation over-populating the floor and eventually upon arriving in a slightly more open part of the forest.

Standing on top a large rock within the centre of the open area is a humanoid archer, a secret member of a cult of ancient guardians of the island that dates back centuries ago, the cult has been reduced to only 4 individuals that each specialise in a different form of combat to protect their world from multi-dimensional threats. the archer's true name is not known, so she is referred to by her codename, "Fletcher".

Fletcher's apparel is much older fashioned compared to her other 3 counterparts. Her outfit consists of an archer's jacket that would have once belonged to one of the Taitneo royal family's elite archers however it has been immensely modified for the use in wooded areas and to contain many more utilities, including straps for a short sword and buckling shield for close range combat if need be as well as much more padding for protection against slashes or arrows. Along with the jacket, Fletcher's uniform also consists of matching trousers and boots for the uniform which have also been gravely modified with padding and armour for use in the forest environment, sniping and for protection.

Fletcher's dark hair is moderately long and unkept while also slightly covering a pair of emerald green eyes with a keen sense of detail and coordination. Her long-pointed face makes her seem like she is perfectly designed for her preferred way of fighting and her light and lanky, yet tall and nimble stature make it easy for her to climb up trees and set up camp to start sniping but make her slightly more disadvantaged in ground combat.

Fletcher stands on top of a rock attaching arrow tips to her arrows that are constructed from glass and contain a distinctive green serum inside to cause further damage to an opponent upon impact. Afterwards, Fletcher retrieves her tactical wooden bow from her back mounting and begins to carefully adjust each of its various joints to ensure maximum performance ability from the bow next time it's used. It shows various signs of wear and tear including a leather strap around its hand grip to mend the gaps that had begun to develop in the bow's original grip.

Suddenly, Fletcher hears something coming from the treetops and quickly gets her bow into position and loads an arrow before pointing it in the direction of where the sound is coming from. The tension builds as the underbrush slowly begins to move around and Fletcher

vision homes in on the tree's branches. Then the culprit shows itself as just a small squirrel foraging in the tree for acorns to which Fletcher does jump at the reveal but is quite relieved at the revelation and resumes adjusting her equipment for further practice and exploration.