

LIST OF CHARACTERS and World Vibes

JINX (aka 8-88 pronounced eight eighty eight)

Age: 18



Jinx leads with humor—quick, sharp, and often deployed in the most dangerous moments—using wit as both weapon and shield. Her rhythm is playful, layered with snark, eye rolls, and perfectly timed one-liners, even as uncertainty and fear churn beneath the surface. She cracks jokes mid-battle, deflects when emotions leak through, and only rarely lets her heart show without camouflage. The narrator often reveals the vulnerability Jinx works hard to hide: a rebel with sharp instincts, fierce loyalty, and a quiet fear that without her purpose, she might disappear.



JACOB

Age: Early 20's

Core vibe: Smart, grounded, charming. Cool without trying to be cool—nerd-next-door energy with real confidence under the hood. Curious, witty, and naturally likable. He doesn't try to be charming: he just is. His flirting can fumble, but his intelligence never does. When it comes to science or tech, his cool is effortless and real.

Jacob has solid wit. He banters frequently with Jinx (the lead), whose style is sharp and snarky. Jacob's humor should be smooth, playful, and grounded. He's never trying to out-snark her, but balancing her energy with timing, and ease. For a loose vibe check, here's a clip of Steven Yeun as Mark Grayson / Invincible (easy casual wit, confident, voice is mid-tone range, 20's): [LINK](#)

**OWEN****Age: 40's**

Owen is grounded, patient, and quietly reassuring—a steady center in surrounding chaos. His authority is effortless and unannounced. He speaks with measured calm, deep care, and unwavering composure, guiding others without ego and never raising his voice. His warmth comes from patience and kindness, not force.

**BAYNE****Age: 30's**

Bayne is polished, elegant, and unflappable. A savior in his own mind, he wields power through restraint rather than force. His voice is calm, articulate, and emotionally distant—so composed it's unsettling. He never raises his voice; when anger surfaces, warmth simply disappears. He doesn't sound like he's trying to intimidate. He sounds like he already won.



CLAIRE

Age: Early 20's

Claire speaks with crisp precision and razor-dry wit, her authority effortless and unraised. Controlled, articulate, and sharp enough to cut through chaos in a single line, she balances clinical logic with a quiet, unmistakable warmth. Even when annoyed—or swearing as punctuation—there's genuine care beneath the edge: competence first, science always, and problems solved before they explode.



LARIS (aka 11-11)

Age: 18

Laris is calm, warm, and quietly radiant, with a presence that steadies the chaos. Her voice carries gentle wit and deep emotional awareness, hinting at power she wears lightly as the prophesied One. With Jinx alone, her composure softens, revealing vulnerability and trust—the only place where her certainty ever wavers.



DEEDEE (Tween in spirit. Artificial Intelligence aka (IOI))

DeeDee quick, bright, and slightly off-beat, like every line is delivered mid-motion. Her voice bounces with playful chaos and stubborn tween confidence, unfiltered and impossible to derail. But when Jinx is threatened, that energy snaps into sharp focus, transforming DeeDee into a cool, hyper-intelligent tactician calmly assessing danger. Her rebellion shows up as quiet determination rather than defiance, and beneath the spunk, brief flashes of vulnerability reveal a fiercely loyal heart that never doubts who she's protecting.

MINOR CHARACTERS WITH MINIMAL LINES



UPSET DENIZEN 1

AGE: 18'ish yrs

Human. Shaken. Unraveling, but understandably so. Something essential had been taken, and he hadn't found solid ground since.



CUSTOM AGENTS

Humorless. semi-translucent, geometrical alien welcome, *uh...*, party. Utterly emotionless, calm, compliance zealots.



SHOP OWNER

Not a fan of humans, well, or anyone who asked questions, made eye contact, or inhaled too loudly.



THE BOUNCER

Soft edges with the calm confidence of someone who could flatten the room.



THE TROUBLEMAKERS Inside the Bar

Wore charm and practiced warmth. Too smooth, too attentive, always scanning for weakness to prop up his authority. More con artist than predator. A wannabe authority type.



THE FINISHER

Seven glides of muscle and spite. The kind of guy who didn't start fights—he just finished them and moved on.



THUGS 1,2,&3

Big & Menacing: He's pure intimidation with no nuance. That snarl says "I solve problems by standing closer to them."

Smart'ish: Competence, detachment, and just enough smarts to not mouth off about their boss.

Dumb-dumb: He radiates chaotic uselessness. He's the one who panics first, escalates fastest, and absolutely folds the moment something goes wrong. He exists to make scenes messier.



PUSHY FOOD PEDDLER



PALLAS (bartender)

Minor character in *Rise* (book 1). Plays a bigger part in *Dawn* (Book 2).

Pallas's voice hits like a spark before the explosion. It's charged, impatient, and alive with conviction. Think Michelle Rodriguez's raw edge. Every word feels like it could ignite something—passion or war. She doesn't care which.

In contrast to Jinx, Pallas makes Jinx's chaos look deliberate. Jinx's wit feels almost graceful beside her. She is someone who refuses to contain their fire.

THE NEW WORLD VIBE



EXTERIOR of NW Space Station



INTERIOR & Denizens



RECORDS ROOM: this is where they transcribe insights that other denizens are having from within the Zen VR



LIBRARY of Sacred Texts from Records Room



Jinx's Takal (aka counselor) *pronounced*
TA-KALL

The narrator should sound like they're *having fun* — carrying a comical awareness that existence is far too strange to take seriously for long.

That sense of play makes the emotional beats land harder. When the laughter quiets, the layers of Jinx peel back with an unexpected tenderness, revealing something raw, human, and beautifully unguarded.

The narration is meant to lull the reader into curiosity, where ideas sneak in beneath the jokes. There is no truth to deliver, just concepts to play with. It's not about making a point, it's about giving the reader something to chew while being swept away in a story that makes you forget you're contemplating.

SIDE NOTES:

Pronunciation: Don't worry about the pronunciation of imaginary words. For instance, there's a slew of "fun" profanity that keeps it PG-esk. Whatever rolls off your tongue, just go with that.

Dialogue Tags: Just skip any that are unnecessary since your voice will make distinction. Rather have the flow. I have gone through and added strikeouts to dialogue tags that seem unnecessary for narration, but chances are I'll miss some. Any tags that have strikeouts should still be referenced for tone.