

Access  
Level

# CREATOR NOTEBOOKS

NAME \_\_\_\_\_



**QUEST CREATORS**

# WELCOME TO QUEST CREATORS



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# My Creator Bio

Student Name: \_\_\_\_\_

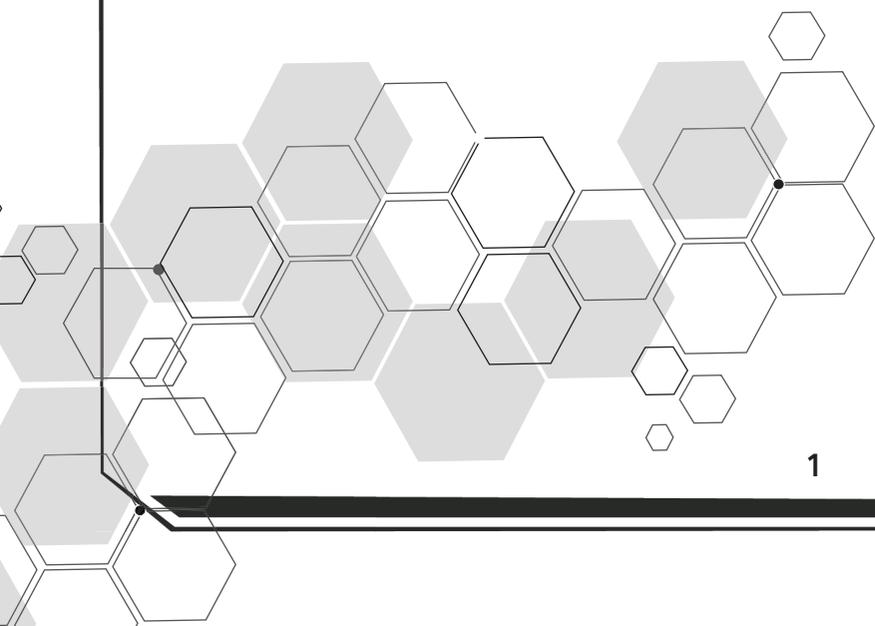
My name is \_\_\_\_\_ and I'm \_\_\_\_\_ years old.

My favorite story or video game is \_\_\_\_\_ (book/movie/video game title) because I like the \_\_\_\_\_ (artwork/characters/jokes/explosions/challenges).

My favorite type of creative expression is \_\_\_\_\_ (writing/drawing/acting/singing/rapping/playing an instrument).

The creative form that I find most challenging is \_\_\_\_\_.

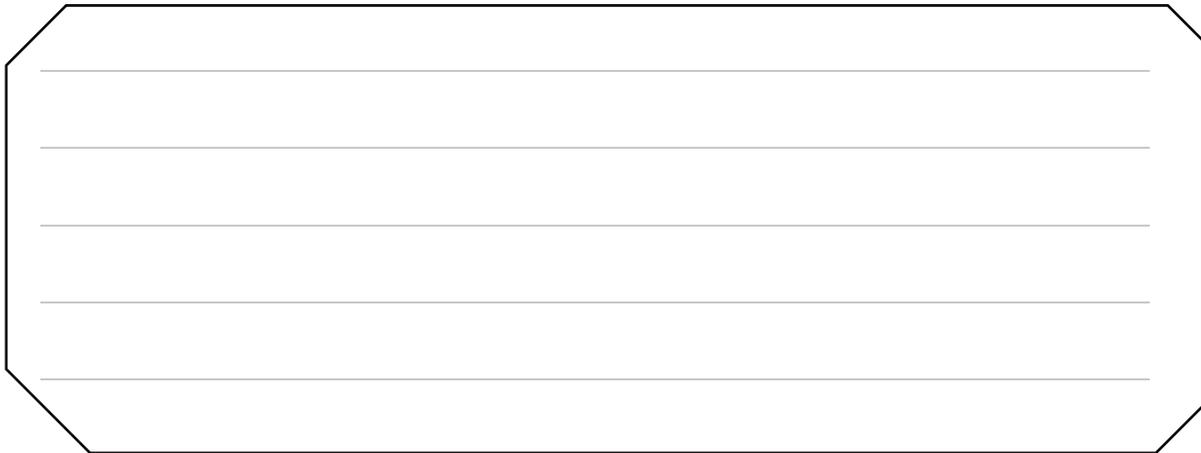
I would like my final project to be \_\_\_\_\_, \_\_\_\_\_, and \_\_\_\_\_ for the people who read and play it. (Insert three adjectives of your choice).



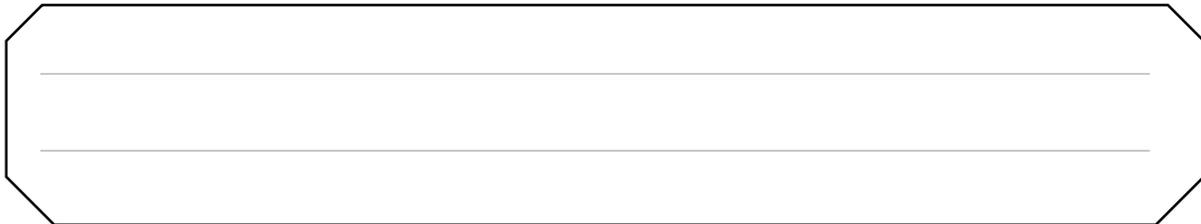
# My Strengths & Weaknesses

Student Name: \_\_\_\_\_

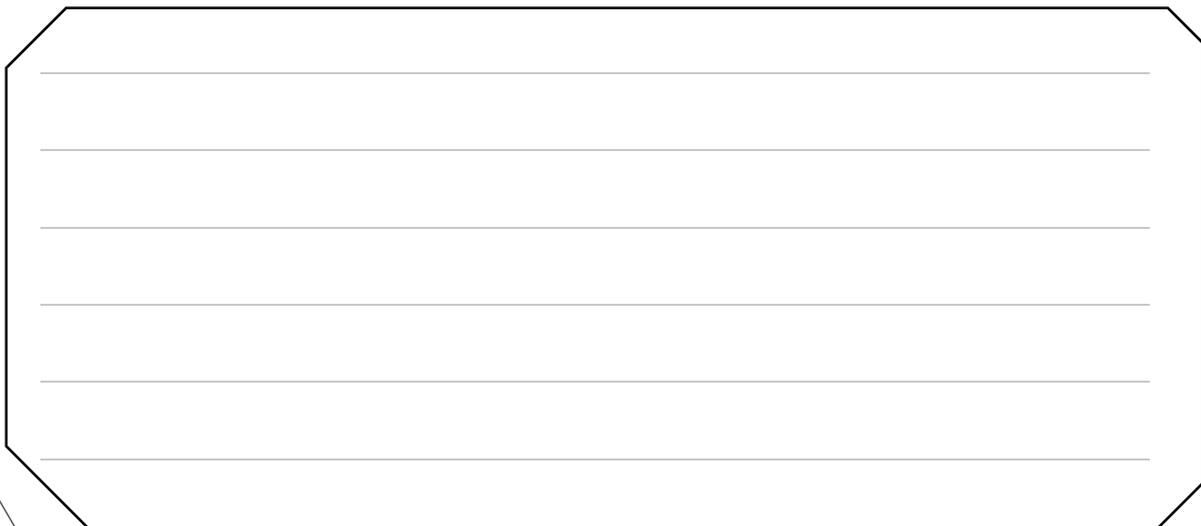
List four of your personal strengths.



List one of your personal weaknesses.



Describe how one of your personal weaknesses could be transformed into a strength.



# Our Strengths & Skills

Student Name: \_\_\_\_\_

**TALENTED MUSICIAN/SINGER**

\_\_\_\_\_

**GOOD SWIMMER**

\_\_\_\_\_

**GOOD AT SPORTS**

\_\_\_\_\_

**BRAVE**

\_\_\_\_\_

**SPEAKS ANOTHER LANGUAGE**

\_\_\_\_\_

**STRONG READER**

\_\_\_\_\_

**GOOD AT SPELLING**

\_\_\_\_\_

**FAST RUNNER**

\_\_\_\_\_

**KIND**

\_\_\_\_\_

**FUNNY**

\_\_\_\_\_

**GENEROUS**

\_\_\_\_\_

**ARTISTIC**

\_\_\_\_\_

**GREAT DANCER**

\_\_\_\_\_

**KIND TO ANIMALS**

\_\_\_\_\_

**FRIENDLY**

\_\_\_\_\_

**ORIGINAL**

\_\_\_\_\_

**THOUGHTFUL**

\_\_\_\_\_

**SMART**

\_\_\_\_\_

**GOOD AT MATH**

\_\_\_\_\_

**HONEST**

\_\_\_\_\_

**HELPFUL**

\_\_\_\_\_

**GOOD TEAMMATE**

\_\_\_\_\_

**SOCIAL**

\_\_\_\_\_

**PATIENT**

\_\_\_\_\_



# Behavior & Reputation

Student Name: \_\_\_\_\_

## **SCENARIO 1:**

A rival team steals food tokens from your team.



## **SCENARIO 2:**

A teammate constantly complains that everyone else on the team is slower or less clever than them.



## **SCENARIO 3:**

A teammate prefers to mostly stay quiet, but they'll help whenever you ask them.



## **SCENARIO 4:**

A teammate talks a lot, but often has good ideas about what to do



## **SCENARIO 5:**

You see a team donating food tokens to another Team.



# Emotions & Choices

Student Name: \_\_\_\_\_

## **EMOTION 1:** Fear

Choice A: \_\_\_\_\_

Choice B: \_\_\_\_\_

## **EMOTION 2:** Anger

Choice A: \_\_\_\_\_

Choice B: \_\_\_\_\_

## **EMOTION 3:** Loneliness

Choice A: \_\_\_\_\_

Choice B: \_\_\_\_\_

## **EMOTION 4:** Jealousy

Choice A: \_\_\_\_\_

Choice B: \_\_\_\_\_

# Thoughts, Emotions & Actions

Student Name: \_\_\_\_\_

*Fill in the blanks in these statements. Remember: there can be more than one right answer for each one!  
Just choose one that makes sense to you.*

1. When Tom feels \_\_\_\_\_ he likes to talk to his best friend, who can always cheer him up.
2. On Brandy's first day at her new school, she was worried about \_\_\_\_\_  
\_\_\_\_\_.
3. Whenever I feel nervous I \_\_\_\_\_  
\_\_\_\_\_.
4. "Ew!" cried Emma. She was feeling \_\_\_\_\_ by the frog in science class.
5. Feeling \_\_\_\_\_ means knowing that even if something seems difficult, everything will be OK in the end.
6. Whenever I think that \_\_\_\_\_, I try to remind myself that learning new things can be difficult for everyone.
7. When Armen feels \_\_\_\_\_ his face turns red.
8. After I play basketball, I always feel \_\_\_\_\_.

# Character Trait & Action Cards

Student Name: \_\_\_\_\_

**THOUGHTFUL**

As they approached the cave, Michael rushed ahead of the rest of his team, forgetting to watch out for traps or attackers.

**BRAVE**

Everyone had always told Jordan that he was a natural leader, but he insisted that he was just trying to be a team player, like everyone else.

**WISE**

Even though Kara knew their food supply was limited, she grabbed some extra bananas when no one was looking and quickly devoured them.



# Character Trait & Action Cards

Student Name: \_\_\_\_\_

**IMPATIENT**

Brandon noticed that Michael was sitting alone at lunch, so he picked up his food and walked over to introduce himself.

**SELFISH**

Ana understood that the purpose of their journey was not to rush to the end, but to learn lessons and support each other every step of the way.

**HUMBLE**

Imani was nervous about making an announcement in front of all the other kids, but she stood tall, took a deep breath, and spoke loudly and clearly.



# Quest Team Superhero

Team Name: \_\_\_\_\_

Superhero Name: \_\_\_\_\_

Draw your team Superhero here

## Superpowers

1. \_\_\_\_\_
2. \_\_\_\_\_
3. \_\_\_\_\_
4. \_\_\_\_\_
5. \_\_\_\_\_
6. \_\_\_\_\_

## Speical Gadgets/Accessories

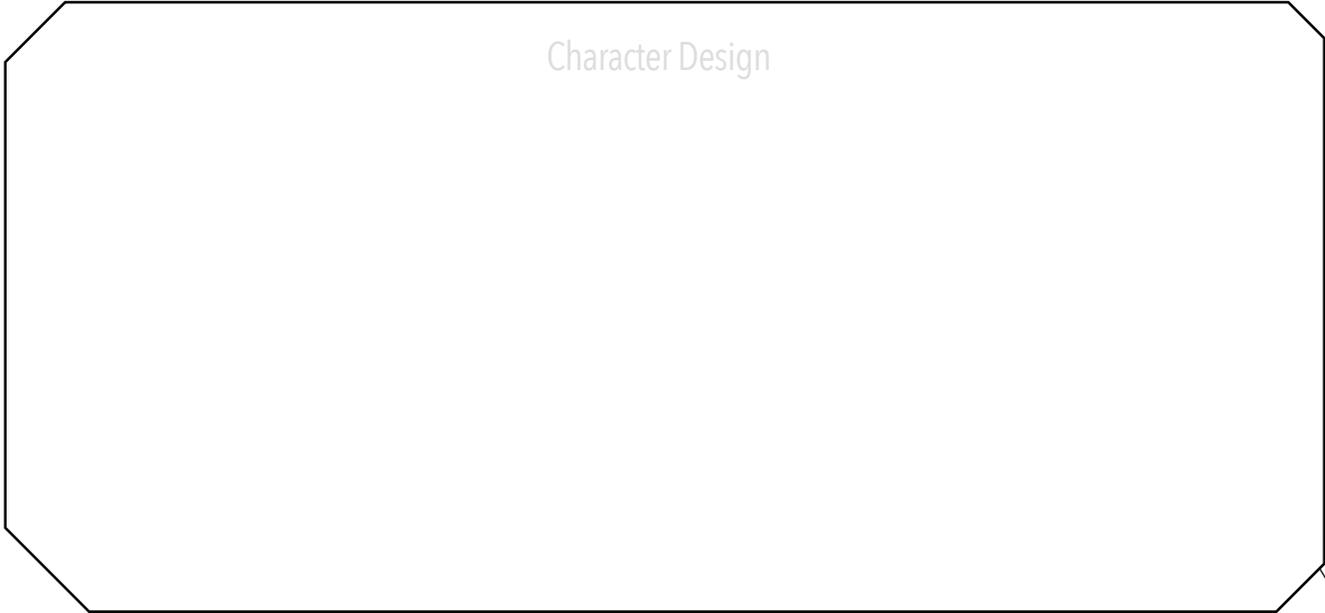
1. \_\_\_\_\_
2. \_\_\_\_\_
3. \_\_\_\_\_
4. \_\_\_\_\_

# Character Sheet

Student Name: \_\_\_\_\_

Character Name: \_\_\_\_\_

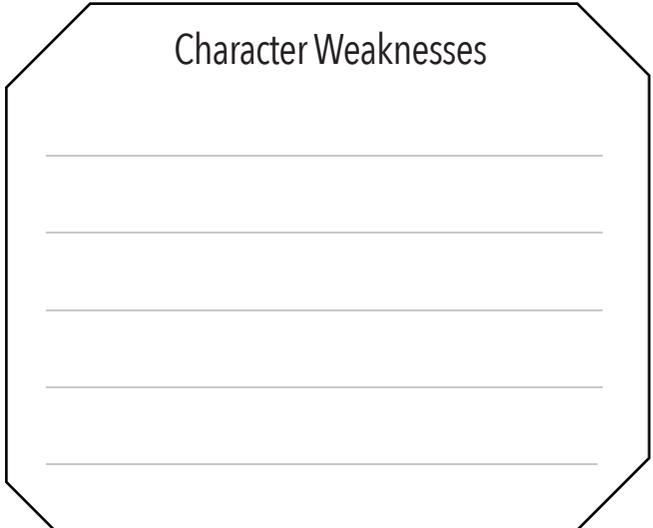
## Character Design



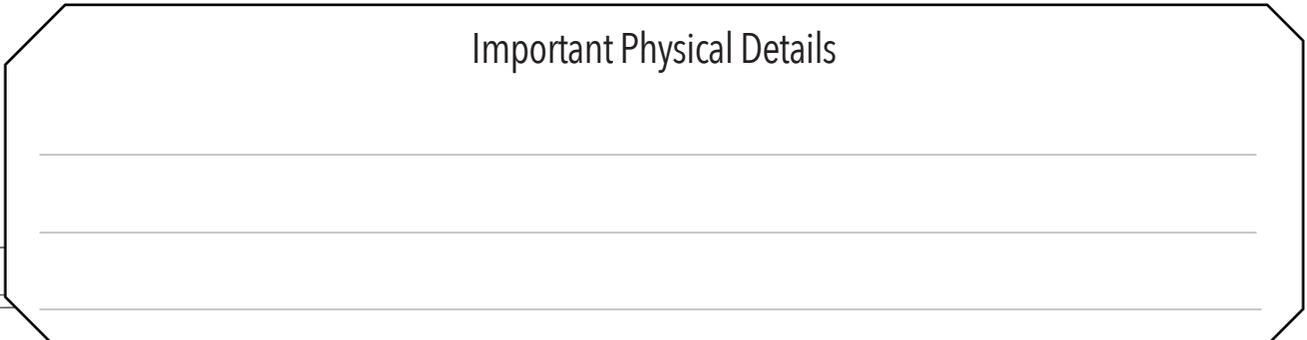
## Character Strengths



## Character Weaknesses



## Important Physical Details



# Character Sheet

Student Name: \_\_\_\_\_

Character Name: \_\_\_\_\_

## Character Design

### Character Strengths

---

---

---

---

---

### Character Weaknesses

---

---

---

---

---

## Important Physical Details

---

---

---

# Character Sheet

Student Name: \_\_\_\_\_

Character Name: \_\_\_\_\_

## Character Design

### Character Strengths

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---

---

### Character Weaknesses

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---

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---

---

## Important Physical Details

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# Character Strengths & Weaknesses

Student Name: \_\_\_\_\_

<b><i>STRENGTHS</i></b>	<b><i>WEAKNESSES</i></b>
Wise	Always late
Resourceful	Forgetful
Kind	Short-tempered
Courageous	Gives up easily
Determined	Selfish
Helpful	Dishonest
Honest	Greedy

Character Name: \_\_\_\_\_

Character's Main Goal: \_\_\_\_\_

\_\_\_\_\_

How does your character's weakness get in the way of achieving their goal?

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

# Character Detectives

Student Name: \_\_\_\_\_

I'm a queen, and I rule over my hive, but I don't wear a crown. What am I?

Hint: It will hurt if I sting you.

Answer: \_\_\_\_\_

I have two hands, but I can't clap. What am I?

Hint: I tell the time.

Answer: \_\_\_\_\_

I'm a vegetable you should eat to stay healthy, but you might also need my help to become a rapper. What am I?

Hint: If you squeeze me, you'll get red juice.

Answer: \_\_\_\_\_

I jump when I walk and sit when I stand. What am I?

Hint: I live in Australia.

Answer: \_\_\_\_\_

I am big and fluffy, and a little bit scruffy. I live in the woods and give big hugs. What am I?

Hint: It's true what they say; I like to eat honey!

Answer: \_\_\_\_\_

# Where I'm From → Who I Am

Student Name: \_\_\_\_\_

## Where I'm From

*Describe the people, places and sensory details from your home and neighborhood below.*

List some foods you eat at family gatherings and celebrations.

---

List some things you would see, hear, or smell in your neighborhood.

---

List the people you consider family.

---

List any languages spoken in your home. (This can include made-up languages you speak with your siblings!)

---

## Who I am

*Describe the qualities and personality traits that make you who you are.*

The thing I like most about myself is...

---

The thing I like least about myself is...

---

My best friend or sibling(s) would describe me as...

---

My ideal meal is...

---

In ten years' time, I want to live in...

---

My favorite thing about my family is...

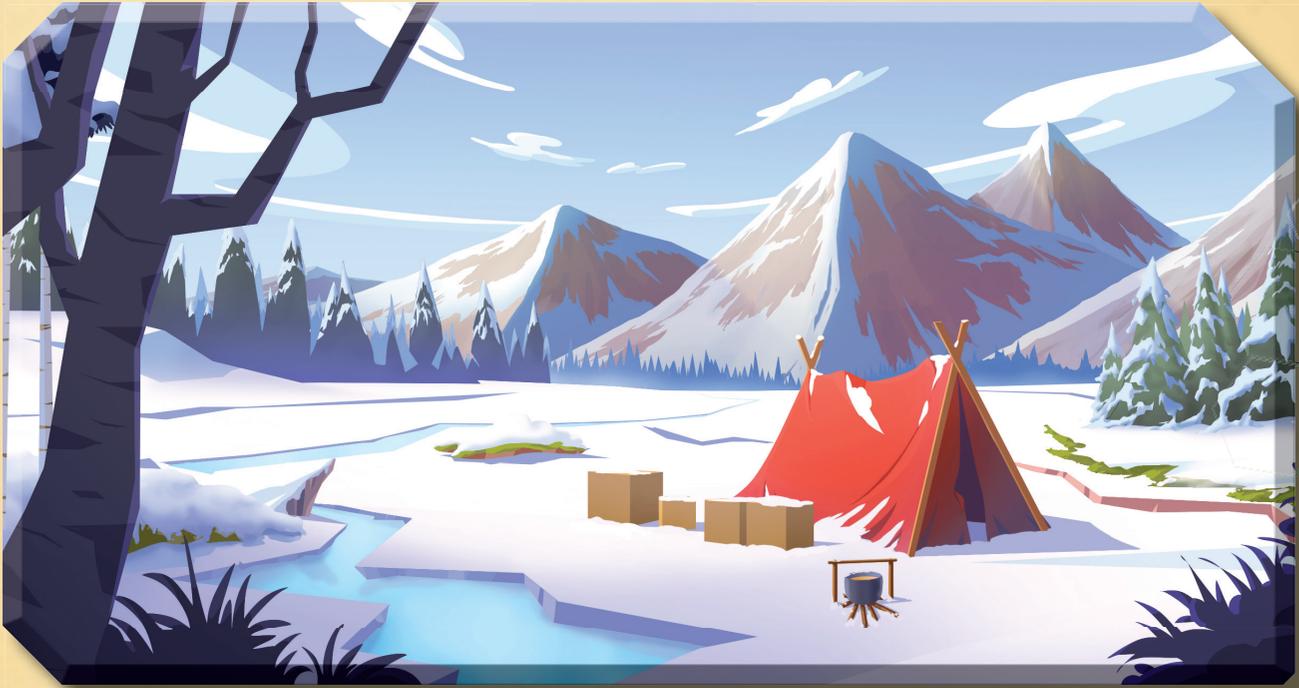
---

My favorite thing about my town/neighborhood is...

---

# Setting Basics

Team Name: \_\_\_\_\_



1. What is this place? Give it a name.

---

2. What kind of things/people/animals would you see here?

---

3. What sounds might you hear?

---

4. What's one thing you might smell?

---

# Biome Information Sheet

Team Name: \_\_\_\_\_

**BIOME NAME:**

What plants and trees do you find in this biome?

---

---

What animals and insects do you find in this biome?

---

---

Describe the climate. (e.g. cold, dry, wet, hot, snowy)

---

---

Describe the landscape. (e.g. rocky, mountainous, flat, ocean)

---

---

List one interesting or cool fact about this biome.

---

---

# Creating a Setting

Team Name: \_\_\_\_\_

Draw Your Setting

Setting/place name:

---

Which biome does this belong in? Circle one.

Forest    Grassland    Freshwater    Marine/Saltwater    Desert    Tundra

Describe three creatures or things you would see.

---

Describe two things you would hear.

---

Describe one smell.

---

Circle one feeling/mood you associate with this place.

Adventure    Danger    Calm    Funny    Mystery    Joy    Chaos

# Our Team's Goals

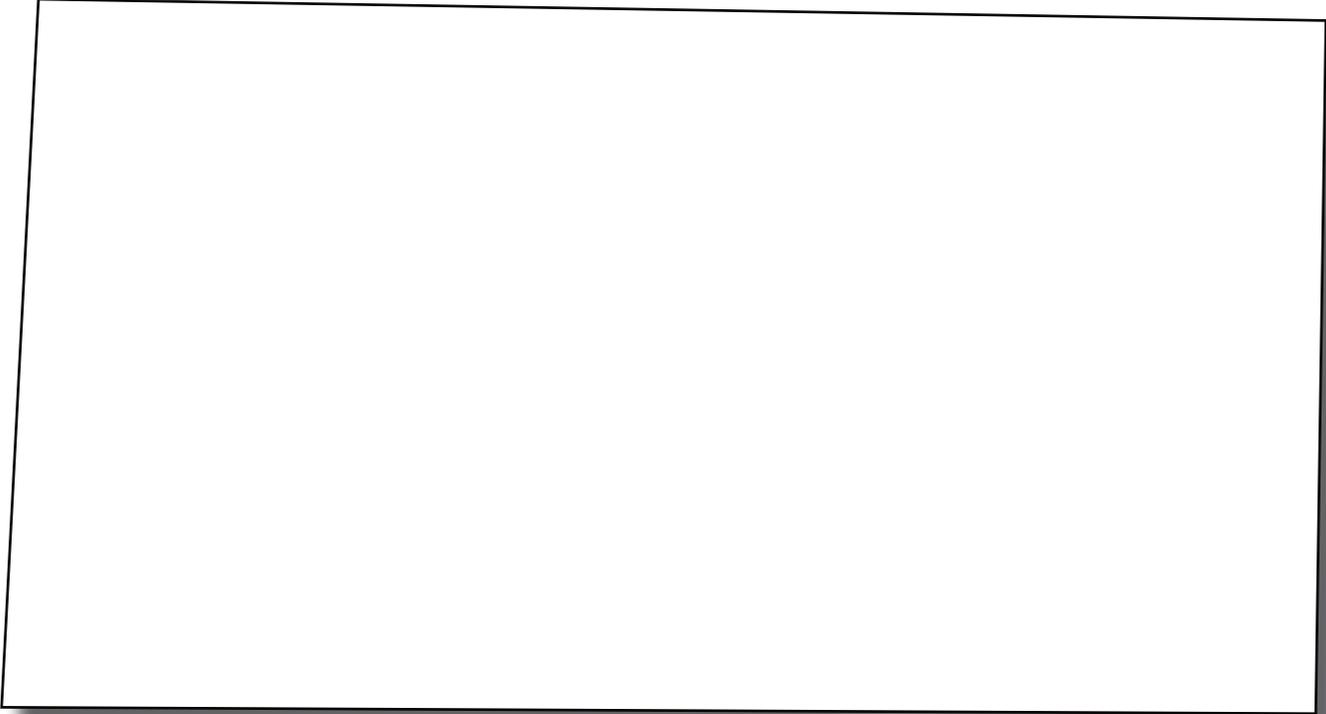
Team Name: \_\_\_\_\_

<i>GOAL</i>	<i>STEPS WE CAN TAKE</i>
Goal #1:	<hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/>
Goal #2:	<hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/>
Goal #3:	<hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/> <hr/>

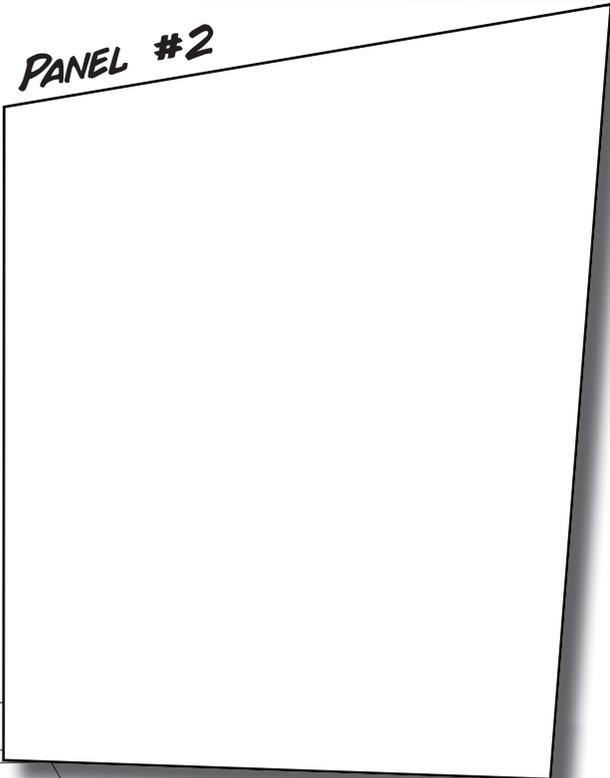
# Three-Panel Comic Template

Team Name: \_\_\_\_\_

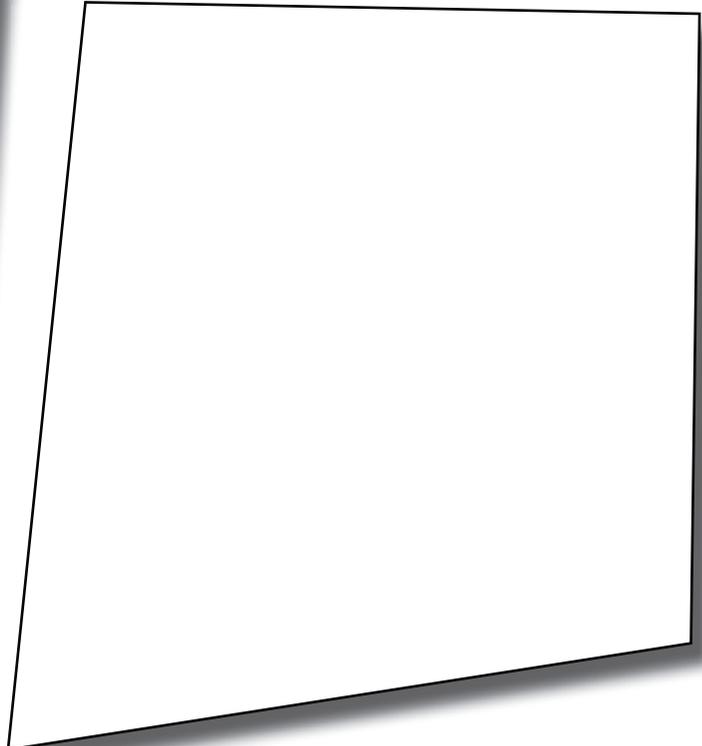
*PANEL #1*



*PANEL #2*



*PANEL #3*



# Side Quest Development

Student Name: \_\_\_\_\_

**CHARACTER #1 NAME:**

Character #1 Main Personality Traits:

---

---

**(OPTIONAL)  
CHARACTER #2 NAME:**

Character #2 Main Personality Traits:

---

---

Biome: \_\_\_\_\_

Specific Setting: \_\_\_\_\_

Main Setting Details: \_\_\_\_\_

Side Quest Mood: \_\_\_\_\_

When does your Side Quest take place? (Circle one option from each row.)

**PRESENT DAY**

**IN THE FUTURE**

**IN THE PAST**

**SPRING**

**SUMMER**

**FALL**

**WINTER**

# Writing a Story Premise

Student Name: \_\_\_\_\_

**REMEMBER:** Your character(s) will begin in the main adventure of Quest, but something must happen that takes them off track and leads them to your setting within your biome. Your mission with your Story Premise is to explain how and why your characters end up where they end up, and the first thing that happens to them when they arrive there.

First, choose one of these big ideas to guide your Story Premise. (Circle One.)

**LOYALTY    TEAMWORK    TRUST    PERSEVERANCE**  
**REVENGE    LOVE    FAMILY    GROWING UP**

Next, choose a feeling for your main character. (Circle One or Two.)

**TIRED    CURIOUS    AFRAID    SURPRISED    HUNGRY**  
**ANNOYED    ENERGIZED    CONFUSED    CAUTIOUS    EXCITED**

Finally, write your Story Premise in 1-3 sentences:

---

---

---

---

---

---

---

---

---

---

# Setting Details

Team Name: \_\_\_\_\_

*Match the Setting Details on the right with the Story Mood on the left!*

**GLOOMY**

Rainbow on the horizon

**CHEERFUL**

Rain pouring

**HOPEFUL**

Lively music



# Setting Details

Team Name: \_\_\_\_\_

*Match the Setting Details on the right with the Story Mood on the left!*

**SPOOKY**

Whispered voices

**FUNNY**

Bats flying

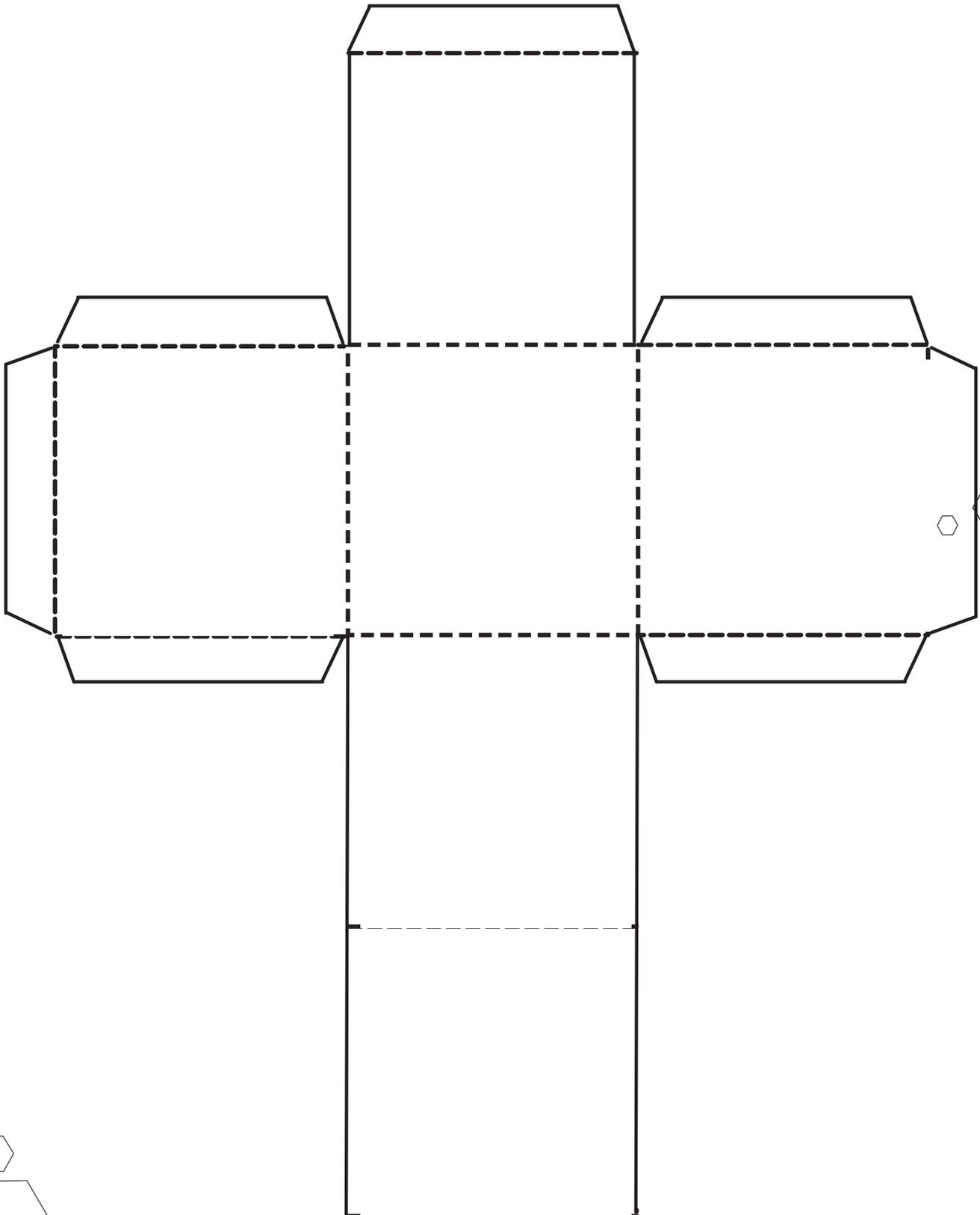
**MYSTERIOUS**

A starfish in a top hat



# Story Cube

Cut on solid lines - Fold on dashed lines





# My Goals & Obstacles

Student Name: \_\_\_\_\_

What is something that you would like to achieve but haven't achieved yet?  
(Some examples: be good at a sport, get better grades, win a trophy, etc.)

**My goals:** \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

What are some things that have made it difficult to achieve this goal?  
(Some examples: I didn't have time, I was afraid to fail, etc.)

**My obstacles:** \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

Have you ever overcome a challenge or obstacle to get what you wanted?  
Describe what happened. (Some examples: tried again, asked for help, etc.)

**How I overcome obstacles:** \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

# Obstacles & Solutions

Team Name: \_\_\_\_\_

<b>OBSTACLE</b>	<b>SOLUTION</b>
<p>A. While out searching for food and supplies with his friends, Amir wanders from the group and trips and falls, injuring himself. He calls out, but no one can hear him</p>	<hr/> <hr/> <hr/> <hr/> <hr/>
<p>B. Yasmin wants to swim across the river to reach a building on the other side, but her fear of fish gets in her way.</p>	<hr/> <hr/> <hr/> <hr/> <hr/>
<p>C. Robin gets paired up with a partner to complete a challenge, but her partner is a know-it-all and won't listen to Robin's suggestions.</p>	<hr/> <hr/> <hr/> <hr/> <hr/>

# User Experience & Design

Student Name: \_\_\_\_\_

**DESIGN CHALLENGE #1:** You need to buy or make a gift for SAM's birthday. What will you give her? Answer the questions below to help you generate ideas.

A. What do you know about SAM? \_\_\_\_\_

---

---

B. What kind of things do you think SAM likes?

---

---

---

C. How do you want SAM to feel when she receives this gift? (List two emotions.)

---

---

---

Draw and label your gift for SAM here

**DESIGN CHALLENGE #2:** Your classmate has trouble sleeping, which makes them tired all day in school. Invent a gadget that could help them fall asleep.

A. What are some things that make it difficult to fall asleep? (For example: loud noises, bright light, distracting thoughts, etc.) \_\_\_\_\_

---

---

---

B. What are some things that make you sleepy? (For example: dark and quiet places, reading or watching something boring, listening to a story being read aloud, calming music, etc.) \_\_\_\_\_

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---

---

Draw and label sleep gadget here

# Design Challenges - Words & Math

Student Name: \_\_\_\_\_

## Part 1: Word Challenge

1. Choose the answer to your riddle. (This is your animal or object).

\_\_\_\_\_

2. Write down a few facts and/or a description of your animal or object. (Use your five senses to help you describe it!)

\_\_\_\_\_

3. Choose a hint – an additional detail – that could help someone guess the answer.

\_\_\_\_\_

4. Write your riddle! Write from the perspective of your chosen animal or object, using "I am" or "we are".

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

## Part 2: Math Challenge

1. Write a Character Name or Setting Detail for your math problem:

\_\_\_\_\_

2. Item that can be counted or measured in your math problem.

\_\_\_\_\_

3. Write your math problem. Make sure to finish with a question that requires participants to do at least one of the following: add, subtract, multiply, divide or count.

\_\_\_\_\_

\_\_\_\_\_

# Designing a Physical Challenge

Student Name: \_\_\_\_\_

**STEP 1:** Look back at the setting you chose for your Side Quest. What physical object or point of interest do you have that (or could you add) to inspire a challenge? (For example, if there are rocks in your setting, you might choose to design a challenge that involves stones. If you don't see anything in your setting that inspires you, think of something you could add, such as: a locked chest, a ladder, a map, a maze, stepping stones, etc.)

---

---

**STEP 2:** What is the goal of your physical challenge? Will participants have to get from Point A to Point B? Will they have to build something? Will they have to toss a hoop or a ball around or inside something?

---

---

**STEP 3:** How can someone win your challenge? Is there a clear way to win or lose? Or, can they collect points? If they need to collect points, how many points do they need to win?

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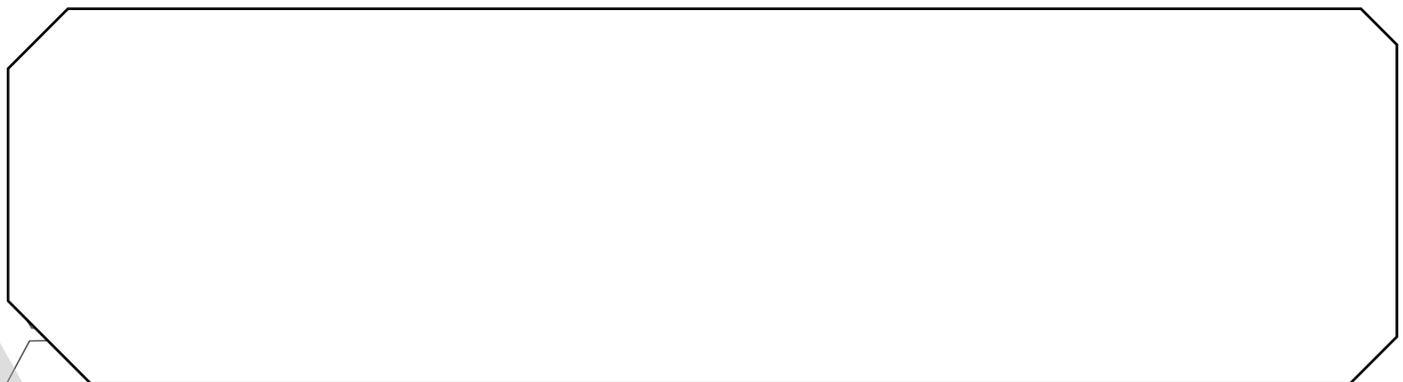
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**STEP 4:** What physical materials will you need to build your challenge? Choose items that will be easy to find at home or at school.

---

---

**STEP 5:** Draw your challenge below!



# Story Puzzles

Student Name: \_\_\_\_\_

1. My name is Luna and I live on a farm with four other horses who are my brothers and sisters. Their names are Zazzie, Sumo, Ruby and Pixie. What is the fifth horse's name?

\_\_\_\_\_

2. Adrian fell off a 20-foot ladder but didn't get hurt at all. In fact, he walked away and went straight to baseball practice. How did he manage to not get hurt?

\_\_\_\_\_

3. My neighbor's home is a one-story house and everything inside is different colors. The walls are green, the ceiling is yellow, the couches are red, the fridge is orange. They eat from purple plates and drink from blue glasses. Can you guess what color the stairs are?

\_\_\_\_\_

4. Kara has a large family. She has an equal number of brothers and sisters, but each brother only has half as many brothers as sisters. How many boys and girls are there in Kara's family?

\_\_\_\_\_

# Challenge Basics

Team Name: \_\_\_\_\_

## Challenge Basics

What kind of challenge is it? Circle one.

Riddle

Story Puzzle

Math Problem

Physical Challenge

Describe your challenge in one sentence: \_\_\_\_\_

\_\_\_\_\_

What does a participant need to solve or accomplish with your challenge?

\_\_\_\_\_

\_\_\_\_\_

## Challenge Directions

**STEP 1:** \_\_\_\_\_

\_\_\_\_\_

**STEP 2:** \_\_\_\_\_

\_\_\_\_\_

**STEP 3:** \_\_\_\_\_

\_\_\_\_\_

**STEP 4:** \_\_\_\_\_

\_\_\_\_\_

**STEP 5:** \_\_\_\_\_

\_\_\_\_\_

# Peer Feedback

Student Name: \_\_\_\_\_

Name/Symbol of Tribe Whose Project You're Reviewing: \_\_\_\_\_

## Part 1- Positive Feedback - What did you like?

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## Part 2 - Suggestions for Additions & Enhancements

Concept enhancements/additions: \_\_\_\_\_

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Language enhancements/additions: \_\_\_\_\_

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Artwork enhancements/additions: \_\_\_\_\_

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## Part 3 - Corrections (Optional)

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## Character Description Word Bank

<b>HONEST</b>	<b>RESPONSIBLE</b>	<b>FAIR</b>	<b>DEDICATED</b>
<b>SELFISH</b>	<b>ENVOIOUS</b>	<b>BRAVE</b>	<b>ADVENTUROUS</b>
<b>NERVOUS</b>	<b>DECEITFUL</b>	<b>CARING</b>	<b>RESPECTFUL</b>
<b>GENEROUS</b>	<b>HEROIC</b>	<b>KIND</b>	<b>WITTY</b>
<b>INTELLIGENT</b>	<b>DANGEROUS</b>	<b>CURIOUS</b>	<b>ATHLETIC</b>

## Setting Descriptions Word Bank



<b>SUNRISE</b>	<b>BRIGHT</b>	<b>MUSTY</b>	<b>BREEZY</b>	<b>RUSTY</b>
<b>SUNSET</b>	<b>BLINDING</b>	<b>DUSTY</b>	<b>POURING</b>	<b>DIRTY</b>
<b>DAWN</b>	<b>DULL</b>	<b>DRY</b>	<b>HOWLING</b>	<b>PRISTINE</b>
<b>MIDNIGHT</b>	<b>OVERCAST</b>	<b>DAMP</b>	<b>GLIMMERING</b>	<b>COMFORTABLE</b>
<b>TWILIGHT</b>	<b>STORMY</b>	<b>LUSH</b>	<b>TWINKLING</b>	<b>SPOOKY</b>



# Storytelling Word Bank

<b>ALLIGATOR</b>	<b>SWAMP</b>	<b>PRIZE</b>	<b>SUMMER</b>
<b>DISCOVERY</b>	<b>HERO</b>	<b>SURFACE</b>	<b>SOLUTION</b>
<b>HAZY</b>	<b>SURPRISE</b>	<b>GLIDE</b>	<b>GOAL</b>
<b>ASSIST</b>	<b>CONFUSE</b>	<b>INSPIRE</b>	<b>COURAGEOUS</b>
<b>ENDANGERED</b>	<b>FRANTIC</b>	<b>OBSTACLE</b>	<b>FOREST</b>

## Enhancing Descriptions

### VERBS

venture  
bolt  
Stroll  
Scramble  
shuffle  
flee  
crunch

squash  
spot  
glance  
observe  
slurp  
devour  
gobble

guzzle  
discover  
detect  
reveal  
conceal  
perceive  
recognize

### ADJECTIVES

brave  
proud  
fearless  
gentle  
relieved  
thankful  
broad  
hollow

wide  
tiny  
noisy  
quiet  
brief  
rapid  
swift  
delicious

melted  
sticky  
sweet  
breezy  
chilly  
humid  
prickly  
rough

smooth  
slippery  
sharp  
gross  
squeaky  
thundering  
speckled  
striped

# Journal Prompts

Student Name: \_\_\_\_\_

**JOURNAL PROMPT #1:** "I'm a valuable contributor to my tribe/tribe because..."

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**JOURNAL PROMPT #2:** Write about a time when you did something that made you feel proud of yourself. Have you ever done something you don't feel proud about?

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**JOURNAL PROMPT #3:** How does your environment change the way you act? For example, do you behave differently when you're at home with your family compared to at school? Is there a place where you feel most like yourself? Describe it.

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**JOURNAL PROMPT #4:** If your life was made into a movie or video game, what kind of movie or video game would it be? Describe it! Include a description of the character that would represent you.

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**JOURNAL PROMPT #5:** What skills do you have and use when dealing with real world challenges?

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## QUEST CHARACTERS



SAM

SAM is the survivor's guide as they adapt to life without adults and try to rebuild society. SAM walks the survivors through challenges and teaches them their priorities for survival. SAM is generally gentle, kind natured, and cares for the safety of the survivors.



DITTO

SAM's alter ego that often interjects and is unhinged and unpredictable. Ditto is obsessed with the survivors obeying the rules and is less concerned with their safety.



CUBIE

QUEST's unofficial mascot. Lovable, sarcastic, and your guide to playing and understanding the game. Cubie isn't present in the story but instead acts as a guide to game play.



JAY

Jay is an 11 year old whose view of the world has been heavily influenced by video games. He tends to compare circumstances in Collapse to experiences in games he's played. He's youthful, energetic, and excited to be living in the apocalypse. He's trusting of the other characters in Collapse and perhaps is a little naive, but his excitement and reckless nature is contagious.



ALEX

Alex is 17. She's driven but doesn't take orders or care what people think and she loves a challenge. She's cynical and doesn't come off as enthusiastic or bubbly. In Collapse, she takes on the undesignated role of Jay's older sister, balancing his playfulness with an air of skepticism and caution as events unfold.



# QUEST

