



Ollie Liviere

A beloved fairy tale character turned handywoman. She can find the fault lines in any object or structure, but is unwilling to mend those she draws between herself and the readers she once inspired.

GLOSSARY

The Blink and Switch	A mysterious event where children swapped places with storybook characters 'in the blink of an eye'.
Rootside	Base/consensus reality
Inkside	The realm of imagination that's home to ink-folk
"Inklings"	A pejorative referring to Ink-born humans. A play on its meaning as 'a vague idea' to belittle humans 'of the ink' as fake imitations of life.

ATTRIBUTE

CHARACTER DETAILS

STORY

Premise	<p>In the world of stories known as Inkside, Hansel and Gretel lived their story in an endless loop of terror —until a mysterious event called the Blink and Switch swapped them and fellow Ink-folk with the children of Rootside, the world where their story was written.</p> <p>Now eighteen and armed with powers, the siblings become Ollie and Finn. They run a repair shop, hiding their past and newfound powers from a world that fears and hunts "Inklings" in equal measure. Before long, Finn gets restless; he's impulsive, reckless and believes in playing hero, while Ollie keeps her head down, focused on self-preservation. They clash constantly, but share a quiet appreciation for Rootside. Despite its dangers, it offers them something Inkside never did: free will. It's the glue that binds them.</p> <p>Until, one day, Rootside tears them apart: after an altercation with a ruthless gang lord, Finn disappears, leaving no trace except a parting gift: Oxen, a robotic dog with razor teeth and a needy disposition.</p> <p>To find him, Ollie must step out of the shadows to battle bounty hunters on their turf, forge alliances she'd rather avoid, and confront the very forces behind the Blink and Switch — even if it means returning to a world of endless terror.</p>
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CORE IDENTITY

Name(s)	'Ollie' in Rootside; 'Gretel' in Inkside
Age	18 (Rootside) and 12 (Inkside)
Species	Ink-born
Archetype	Underdog / Reluctant Hero
Occupation	Handywoman who runs a repair shop
Personality	A quick-witted, sarcastic and observant introvert who combines empathetic insight with strategic cunning to protect her allies.

ABILITIES

Fault-Threading	The ability to find, through the power of touch, the structural weakness of inanimate objects and structures, as well as simple carbon-based life forms. Requires focused concentration. For organic matter, an intense emotional bond — such as love — is also required.
Finn's Ability (Lashing)	The ability to create temporary energetic bonds between objects that carry kinetic force along their length. Requires a physical medium, such as cord, wire, and chain.

ACTIONS

Sabotage	Exploit structural weaknesses to disable, disarm, or trap. Environments become weapons: rigged doors, failing supports, compromised machinery. Effective sabotage requires Fault-Threading.
Combat	Every weapon is a repurposed tool built around fault-threading. Early weapons extend her touch to scan targets on impact, creating a Strike → Read → Exploit rhythm. Later, as her powers evolve, she can sense —and eventually create—faults at range. With Finn, their powers combine: she identifies the weak point, he delivers force through his tethers. Precision meets payload.
Investigate	Observe, tail, eavesdrop, interrogate. Gather information through environmental awareness and social maneuvering. Fault-Threading enhances this but isn't required.
Repair/Build	Fix broken objects, construct tools or solutions from available materials. Her primary problem-solving mode and a potential method for ally trust-building.
Negotiate	Build alliances, extract information, de-escalate conflict. Her observational skills and guarded charm make her effective, but can limit outcomes until her arc progresses.

CHARACTER ARC

Initial Belief	"It's a dangerous world for our kind. Safety comes from invisibility. If I stay small, quiet and useful enough, the world won't notice I don't belong here."
Central Flaw	Avoids community out of fear of being exposed and puts up emotional walls as a result.
Conscious Want	Find Finn and return to her quiet life as a handyperson, invisible and undisturbed.

Unconscious Need	Stop running from her power and identity to become someone who protects rather than hides.
Final Belief	“True safety comes from connection and community; hiding from the world means hiding from the very people who could help me change it.”
CHANGE JOURNEY	
Ordinary World	Ollie prefers to keep her head low; no help from others, no helping others.
Inciting Incident	Finn disappears without a trace after confronting a bounty hunter.
Act 1 Curtain	Ollie believes Finn chose to leave for his own safety, as opposed to being kidnapped, and is hiding out in Inkside after discovering a way back. She also believes an ally's house contains a dimensional portal to Inkside. But there, Ollie realizes something more important: Finn didn't run away and certainly didn't discover a way back to the one place they want to avoid. She clung onto these beliefs to avoid the responsibility of venturing into a dangerous world to rescue him. And so she embraces the call to adventure.
Act 2 Midpoint	Ollie discovers Finn's whereabouts and gives his coordinates to a long-time ally who's instructed to call for backup. Ollie reaches Finn's location and discovers her long-time ally waiting there with henchmen – he's none other than the Tailor (from 'The Brave Little Tailor') on Inkside. Ollie and Finn team up to take him down in public. But their success leads to retaliation that kills innocent ink-folk, forcing Ollie to wonder if playing hero is courageous or selfish.
'All is Lost' Moment	Ollie's resistance to Finn's most reckless plan gets him gravely injured and kidnapped by the Big Bad. Allies pledge to help her and grant ability upgrades.
Act 2 Curtain	Ollie must trust a squirrely ally's rescue plan for Finn that involves Ollie revealing her true identity as Gretel.
Act 3	Ollie and Finn take down the Big Bad with the help of allies emboldened by Ollie's embrace of her true identity.
VOICE & COMMUNICATION STYLE	
Voice Shifts	Stress sharpens her humor and drops her boundaries. Anger does the opposite; her tendency to bottle it up slows her down, makes her halting. Confidence lets the warmth through. In public, she's likable but intentionally understated.
Catchphrase	'The buzz is off in this one' ('buzz' refers to haptic dissonance felt through fault-threading an object's internal fracture).
Verbal Tics	Her father's Romantic ideals show up in how she talks about work, value, and identity. 'I know what I'm for' instead of 'I'm good at fixing things'. Ownership language underneath everything: the belief that labor creates meaning, that what you build with your hands becomes part of you.
Avoidance Patterns	Often deflects personal, accusatory questions about her past by interrogating the offender into a corner that forces them to reveal more about themselves than they ever learn about her.
Emotional Reveals	Makes hilariously devastating observations in deadpan delivery.
Subtext Layers	Compulsively offers help while insisting she 'just happened to be at the right place and time, with nothing better to do' to avoid the impression that she's reliable; when someone takes her up on the offer, self-doubt sets in.
RELATIONSHIP DYNAMICS	
With Finn	Their personalities clash constantly: she loathes his casual approach to danger yet secretly envies his optimism, while he criticizes her play-it-safe approach to life and believes she's shirking her responsibility to help others with their powers. Their powers mirror the friction: she finds faults, he lashes things together and insists they'll hold. Nonetheless, their bond runs deeper than friction: shared triumphs, playful banter, and the unspoken knowledge that they killed a witch together as children. They'd risk everything for each other because they already have.
With Oxen (robohound sidekick)	Ollie suspected Finn ran away only because Oxen arrived first. The helper dog was meant as an early birthday present, but she came to see “clanky mutt” as Finn’s guilt offering for abandoning her. They didn't get along at first; everything about the suffocatingly affectionate hound reminded her of Finn. Then she discovered his hidden security features – retractable titanium teeth and blinding speed that turned him into a killing machine. The power disturbed her, but she couldn't deny what it meant: Finn's way of looking out for her, even gone. She appreciates Oxen most when things get critical.
Severin the Fixer (frenemy)	An older tradesman Ollie and Finn met through a mutual friend. Quiet, unassuming, and helpful in small ways: finding suppliers who don't ask questions, warning them when bounty hunters are close. He minds his own business, and rarely cashes in on the many favors he's owed. Finn calls him "the one adult who isn't annoying.” Ollie sees him as a mentor and kindred spirit who mirrors her own survival philosophy: stay small, stay useful, stay invisible. It's revealed that Severin is a fixer for the powers behind the Blink and Switch and Finn's disappearance. His helpfulness was covert intelligence-gathering. In his betrayal, Ollie recognizes a bitter truth: it wasn't made in spite of their shared survivalism, but because of it. He followed the philosophy to its logical end, but chose a different master.
COMPLEXITY & CONTRADICTIONS	
Justice vs Safety	Believes people shouldn't be selfish in situations that jeopardize other lives, but clings to her own safety at the expense of others or what's right.
Inkside vs Rootside	Pines to return to the 'simplicity' of Inkside, but embraces the self-awareness and agency of Rootside, despite its dangers.

Aspiration vs Disposition	Wants to be like Finn's fearless self, but criticizes him for the 'carpe diem' attitude and boldness that she envies.
Guilt	She believes her desire to stay in Rootside means the missing children would never reunite with their families. She smooths over the guilt by believing in her own powerlessness to change the outcome.
MORAL COMPASS	
Non-Negotiable Principles	Never let cruelty pass unchallenged (even if the challenge comes quietly).
Flexible Standards	Lying is acceptable for survival; property laws are mere suggestions when people are hungry.
Moral Blind Spots	Selective empathy: family/allies over others. Emotional manipulation of allies: humor, rhetorical maneuvering and guardedness can lead to subtle control that she unconsciously leverages.
Breaking Point	Critical attacks against Finn and vulnerable allies dissolve her need to stay invisible.
Main Guiding Principle	'What keeps us safe?'
Second Guiding Principle	"Does this plan have breadcrumbs?" (i.e. Is there an exit strategy?)
EMOTIONAL LANDSCAPE	
Deepest Secret	She misses the simplicity of the fairy tale loop; at least there, she knew the monster's face.
What Comforts Her	The smell of sawdust, Finn's laugh, working with your hands, fixing toys for children.
What Energizes Her	Restoring cuckoo clocks (lots of moving parts that require an understanding of how all the systems interact), first snowfall, and blueberry pie.
What Triggers Her	Witches (primal fear), grieving parents (survivor's guilt), gangs and factions (fear and anger).
How She Handles Pain	Channels it into work: the worse she feels, the more she fixes.
How She Processes Joy	She sabotages her ability to sit with it. She looks for the catch; better to know the downside than have it blindside her.
How She Manages Anger	Bottles it first, then lets it build until it explodes into precise, devastating words or actions; for some, it appears to come out of nowhere.
How She Grieves	Channels grief into fixing, cleaning, organizing. It's a way to keep sadness at bay.
Greatest Fear	Finn's death at the hands of a witch, and her failure to prevent it.
Second Greatest Fear	She's too dangerous to love because fault-threading could expose an untreatable illness. Whether she shares it or stays silent, the outcome feels inevitable: mistrust, fear, and self-blame.
Active Fears	Losing Finn, prejudice and violence towards ink-folk
FORMATIVE BACKSTORY	
Work & Serving Others (Inkside)	She learned woodworking from her father to build toys and adopted the German Romantic belief that true ownership comes from creation, not acquisition (of land, money, etc.)
Permanent Loss (Inkside)	Ollie learned that love doesn't protect you from loss.
Reading the Room (Inkside)	Living with her inscrutable stepmother taught Ollie to be more observant of people.
Violence as Inheritance (Inkside)	Her father prepared her spirit for survival. The witch demanded her body survive first. Gretel's instinct for destruction kicked in fast and felt more powerful than the slow labor of creation. That discovery traumatized her as much as the violence itself. His protectiveness, meant to shield her, deepened the wound instead.
Fault-Threading (Rootside)	Ollie saved Glenda, a golden-haired seamstress, from a faulty sewing machine after accidentally sensing its cracked motor mount. People wondered how Ollie had the 'intuition' so soon after touching it once. A whisper campaign drove her and Finn to seek another community.
Love and Faultlines (Rootside)	She felt something wrong with her boyfriend, but didn't know what it was or what to do. He died three months later. She's never known if telling him would have saved him, or just stolen his remaining peace.