

Kameilo Backstory

Species: Jethi

Sex: ♀

Age: Not given

Height: No official height given

Weight: No official weight given

Siblings: None

Trust & Confidence

(newborn)

Kameilo is a species of alien called a Jethi, and comes from the planet Marea. She was born as a commoner as part of an island clan and mostly lived a safe and traditional life as a youngster.

Her parents were loving, and raised her well, and taught her the ways of their clan. Right from the start Kameilo grew up with a strong sense of trust in her family and community. With that trust in mind she quickly showed herself to be an adventurous youngster, for better or worse.

Her fundamental trust that everything would turn out okay showed itself early. Jethi learn to crawl before they can walk, and Kameilo was an enthusiastic crawler. Sometimes she would crawl further than she meant to and suddenly realise how far she was from her parents. When she did, she would run back to them for reassurance, and that was what she got.

When she was tiny she got into the habit of holding her tail between her feet while being cradled if she was nervous.

As an infant, she was a fussy eater and only wanted to eat tree fruit. She refused seeds, leafy greens or fish, at least for a while. She grew out of it.

The next big thing I have to say about Kameilo and trust happened when she was a little bit older but still quite small. It looks like it happened during her autonomy or initiative phase but this was so extreme I think she must have regressed.

Kameilo got infected with a particularly nasty parasite. She was given a bitter medicine to remove it but that didn't work, so the only other thing the clan's wise man could do was to surgically remove it. The Marean Jethi didn't have access to anaesthetics so the surgery was an utter nightmare for Kameilo as she had to be awake and aware the whole time.

The long term effect of her surgery only became clear after the surgery was over and she'd recovered: Kameilo became proud of her resilience and her fortitude to meet challenges. In fact, it defines the character as she is today.

That, by the way, is the ultimate aim of the Trust stage: to feel like you can not only trust others, but also trust yourself. Kameilo was stripped of everything during that surgery, even the shell of her body, and she still bounced back. That attitude has served her very

well and given her a kind of secure emotional base most people don't have.

Let's move onto the next stage.

Freedom & Self-Determination

(toddlerhood)

Autonomy at its most basic is about holding on and letting go, and how a person responds when they have the choice to do either of those things. So let's look at Kameilo.

When Kameilo got older she showed that she had developed a healthy desire to hold onto good things - including her memories of her clan and childhood home. She prefers to be kind, which is simply a way to express holding on or letting go (a person can either grasp cruelly or hold onto lovingly, and be cold and distant or set free with love).

Ambition

(young childhood)

Kameilo was an energetic youngster from the start. Most Jethi don't learn how to swim, but she did, and she loved it. With a good supply of trust at her back, she probably felt very ready to strike out into the water - and it sounds like she enjoyed the reactions she got from the Jethi she left on the shore, including her parents.

Initiative is about how a person develops their relationship with giving or advancing, but also with taking, and Kameilo has a story about that too. It's traditional for the Marean Jethi to get tattooed as youngsters. Tattooing is a notoriously painful experience so the Jethi usually break it up into several days. Kameilo asked to have all of hers in one day, and she got it.

This was a good time in Kameilo's life. She felt unstoppable and that she had everything she wanted right there on her native island chain.

One day however, she did something completely unacceptable to her people, to the point that they sent her away, too ashamed of her to let her stay. This is the major emotional rupture of her childhood and left its mark. This incident shouldn't have been so bad since the custom of her tribe dictates that a banished Jethi is to go to an isolated island for a season, and then be collected after an extended time-out. The problem was that nobody came to collect Kameilo so eventually she dared to return by herself, only to find the village intact but empty of people.

Soon after she returned, a tropical storm ripped through the archipelago and Kameilo hid in a cave. With Kameilo's attitude towards checking out new environments and with nowhere else to go, she explored further and emerged in a different world entirely, called Neako.

She has never let on why her tribe sent her away, but I think it happened when she'd already mostly resolved the Initiative stage because for the most part she's still energetic and cooperative, and where many others see risk, she sees opportunity, whether that's for practical gain or fun.

Productivity

(older childhood)

This is the life stage where Kameilo's strong childhood really starts to show. Like I said, Kameilo faced a huge challenge at this point, at least partly by her own choice: to make a life for herself on a different planet.

It was a heartbreaking time of her life, perhaps the worst.

Kameilo emerged into a much colder environment than the one she left. The first people Kameilo met on Neako was the Oca, a tribe of mystics. They took her in for a while, but because Kameilo isn't adapted to live in those kinds of temperatures she found it hard, and the Oca were aware of this. They sent her south with their messenger Nukoo, to find a tribe to stay with in a warmer climate.

The Oca act as advisors to the rest of the planet and can see the future, but Kameilo disrupted that somewhat. Maybe that was because the Oca could only see the future in relation to people and events directly related to Neako, and Kameilo was an alien. Whatever the reason, the Neako tribes saw Kameilo as a bad omen for disrupting the Oca's sight.

Despite that, eventually she developed enough of a relationship with a handful of individuals and the tribes that she stayed with the most to come to regard them as a second family.

One of the main communities she stayed with was a rainforest monastery. They took her in and she did chores there, learned how to hunt and gather in this new environment, and she even learned their martial arts - well enough that she was able to put her own spin on it.

That's one of the keys to success in this stage of life. It's about capability and skill, and Kameilo mostly prevailed.

However, the monks eventually got too uncomfortable with the tensions that came from having a 'bad omen' in their monastery and ordered her to move to the end of their forest canyon to live alone where she couldn't bring any harm on the Neako people, in a spot called Adalina Nahali.

Kameilo longs to overcome the Neako's suspicion of her and to belong to the tribes she has met, but that's an uphill struggle because of her bad omen stigma. She has made a few individual friends but there's pressure on them not to get too close to her, so they're taking a risk just by being her friends.

The Neako who know Kameilo's story well enough would mostly prefer her to go back to her home planet, but for now Kameilo refuses. Kameilo has shown so much initiative, resilience and courage so far that if it was enough for her to return home she would do it. But the mystery of her tribe's disappearance is as painful as it is mysterious so she doesn't want to go back just to see an empty village.

A final word on Kameilo's sense of ambition: she prefers tasks that involve actively doing, and get a fast response. She finds tedious tasks boring: fishing, crafting tools or jewellery

and textiles, that kind of thing. Maybe she's put off by the idea of painstakingly looking for clues about her tribe's disappearance, or searching potentially a whole planet for them - or more than one planet. If she could get to the caves to Neako, so could they.

Child to Adult Transition

(adolescence)

Back when she was still on Marea, Kameilo had a couple of early and innocent crushes. It was assumed that she would grow up to be very pretty, and although some found her adventurous spirit a bit too much, others anticipated that she would grow up to be fiercely protective of her family and people.

Her first crush was a Jethi boy who was the son of the chieftain of another tribe, but she only really got to admire him from afar. She managed to speak with him a little, but it didn't go any further than that.

Because she wasn't able to get close to him, she looked elsewhere and tried to coax a relationship with one of her childhood friends - another Jethi boy, incidentally the one who helped with the initial preparation of her tattoos. That relationship didn't go anywhere either, at least partly because this was the time that Kameilo committed the taboo that led to her being exiled.

There are no other Jethi on Neako, so Kameilo has tried having relationships with non-Jethi. For a while she got attached to a tribe member named Tiask who seemed kind and caring at first, but later it turned out that he was a lot more sadistic than she realised. He made a fool of her, and then tried to kill her.

Kameilo has had a few difficulties with this stage of her life: others keep a distance from her because she's an alien, her life is essentially broken into two parts with very little sense of cohesion, there isn't really a clique she can belong to, and she's seen with suspicion so much that it's hard to pick out a single person to name as her adversary. However, she has happily taken on role models, most notably the monks, and she seems to have made the most of that.

Closeness in Relationships

(young adulthood)

Kameilo has a big set of challenges ahead of her as an adult seeking closeness in relationships.

She does the best she can to find friendship and brotherhood among the tribes of Neako, although she's very touchy when it comes to talking about her dismissal from her island tribe. People can get her to start talking about it but she quickly starts to feel they're asking too many questions and when she does, she shuts them down.

Beyond the individual friends she has met, she has little reason to affiliate with anybody. Her family of origin cast her out and has gone, the monks found her hard enough to tolerate that they sent her away too, and there are no other Jethi on Neako.

When she does meet a romantic or sexual partner, she'll probably struggle to develop

intimacy with them.

At the time I'm writing this script, Kameilo's current situation is that she's a young woman without a home but well-equipped for the present and future. She's learned a lot about life and still gets much of her personal sense of security from her childhood. She wants to return but the older she gets, the more she changes and the wider her perspective becomes so it's only going to become more and more difficult for her to return to the idyllic conditions of her childhood. But she's also good at finding things to fight and live for, so even if Kameilo can't return to the start of her life, she will always strive to make a new paradise for herself.

Credits

Kameilo and her setting is © [Loren John Presley](#)

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Based on theory by:

Erikson, E., (1951) 'Childhood and Society', W.W. Norton & Company, Inc. chapter 7.

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~Hayley, The Character Consultancy