

Character Designs

[FANTASY WESTERN]
[THIRD PERSON RPG]
[PLAYABLE PARTY MEMBERS]

Name: Stellia Verns (Charlatan)

Age: 28

Sex & Gender: Female

Race/Origin: Black

Important Visuals: Monocle with silver chain & star charm

Alignment: Chaotic Neutral

Affiliation/Team/Organization: Looking out for #1 (Herself)

Archetype/Inspiration Character[s]:

- Main Archetype: Conman With a Heart of Gold
- Reigen Arataka (Mob Psycho 100)
- Leorio Paladiknight (Hunter X Hunter)
- Sampo Koski (Honkai Star Rail)

Keywords (Personality Traits): Charismatic, Cunning, Dramatic

Wants/Needs/Motivation: Must gather three special items to make an elixir for a mob kingpin before he decides her services are no longer needed among the living (But maybe there's a way for her to make a quick buck for herself?)

Summary that best describes your character: Broke, Crafty & Impulsive Trickster

Voice Notes (*descriptors for the writing team; consider this a how-to-write style guide for their dialogue*): Fast talker, long sentences, slang/jargon heavy

Audio Voice Quality (*descriptors for Voice Design*): Sounds like a carnival barker or a sports announcer, heavy on the shouting

Quote (25 words max): "We all make a living off of other people, I just do it better than others."

Biography/Background (300 words max):

A snake oil salesperson out in the magical western frontier. As an only child, Stellia lives with her aunt and cousins. Her parents “left to find work” and did not come back. She despises her small town and every day seeks to escape it by becoming rich and leaving everyone in the dust. Fast money and little effort is how she operates and will pursue any trend for a quick buck (even if that buck happens to be dirty money). Unfortunately, she lands on a kingpin’s debt list when one of her “miracle elixirs for prosperity” fails to live up to the task. But he doesn’t want money, he wants the actual elixir that Stellia promised him. Now she must travel through the desert to gather the ingredients to make it or face deadly consequences.

Unique Look, Iconic Weaponry/Ability, or Core Gameplay:

Unique Look: Patchwork suit w/ suspenders, black suitcase that seems to have **everything** in it, fancy monocle that clashes with her worn look given to her by her aunt, gap tooth

Iconic Weaponry/Ability: Multiple weird elixirs akin to spellcasting (fire, ice, earth, poison, etc.), ranged combat

Core Gameplay: Elixirs are different substances which can cause different debuffs to enemies and cause elemental damage, Healer: some of the elixirs can heal the party, CAUTION: some elixirs come with random chance buff enemies if not used properly

Additional Info:

1. Very good with tinkering and building functioning things out of junk, nothing should be wasted if you can make it work.
2. Is extremely wary of horses.
3. Has multiple stomach issues as when money gets tight she would drink her own fake elixirs for sustenance.
4. Her ideas for elixirs come from an outdated foraging book on how not to die in the desert.
5. Wanted to be a banker when she was younger, not just for the money but because she could give money to people she wanted to help (illegally).
6. Her clothes are bootlegs of popular brands.
7. Her suitcase has been enchanted by a desert wizard (her aunt), but she just thinks it’s extra roomy.
8. Snaps her fingers three times before she makes a gamble for good luck.
9. Can do simple magic tricks, often for distracting people she pickpockets.

10. Proficient at voice impressions, throwing her voice, and ventriloquism.

Name: Remington Marshall (Sheriff)

Age: 51

Sex & Gender: Male

Race/Origin: Black

Important Visual: Missing an eye, has an eyepatch with an aloe plant on it

Alignment: Neutral Good

Affiliation/Team/Organization: The Sheriff's League of Bloomsbury (widely disliked)

Archetype/Inspiration Character[s]:

- Main Archetype: Stoic Protector
- Kratos (God of War)
- Kazama Kiryu (Yakuza series)

Keywords (Personality Traits): Stickler/Strict, Hot-Tempered, Fatherly

Wants/Needs/Motivation: Needs to capture a dangerous criminal to meet the requirements for his retirement from the sheriff's league to take care of his grandchildren

Summary that best describes your character: The Fed-Up & No-Nonsense Sheriff

Voice Notes (*descriptors for the writing team; consider this a how-to-write style guide for their dialogue*): Clipped speech, straight-to-the-point, deadpan sarcasm

Audio Voice Quality (*descriptors for Voice Design*): Deep vibrato, booming when shouting

Quote (25 words max): "When I get my check y'all won't hear from me again."

Biography/Background (300 words max):

A sheriff who has been in the game for a long time and is now ready to retire. His years in The Sheriff's League of Bloomsbury soured with time as the corruption of the force became apparent. A career incident and family tragedy drive him to retire, but the chief won't let go of his pension so easily. Tasked with capturing the "Most Wanted Man in the West", that no one wants to go near, Remington has a nasty attitude about it and just wants to get this done. He's been

the top sharpshooter for years and even without his eye nary anyone can match him. While used to doing things by the book, he's also not afraid to bend some rules for the sake of others, even if it means getting in trouble with the league. He's very prideful and hates to be perceived as "losing his touch" as he's very conscious of growing older. This makes him prickly with others and he doesn't have many friends. The only thing that melts his grouchy demeanor are his grandchildren, who he wants to give the world to if the world weren't so awful sometimes.

Unique Look, Iconic Weaponry/Ability, or Core Gameplay:

Unique Look: Classic button-down and jeans combo with a long, black duster jacket with a sheriff's star emblazoned on the back (a uniform), wide brimmed hat that shades his eyes from view, eyepatch over right eye with an aloe vera plant stitched in it, fingerless gloves

Iconic Weaponry/Ability: A classic six-shot revolver and a sawed off shotgun that he keeps hidden down the back of his duster, ranged combat, best defense

Core Gameplay: His guns do different types of damage and have different loading speeds depending on what skill he's using. Revolver: moderate damage, AOE (he's quick enough to hit multiple enemies), can load two bullets on the same turn used, number of bullets corresponds to a different attack. Shotgun: high damage, single target, can load one bullet but takes up a turn

Additional Info:

11. Superstitious and believes in ghosts/the supernatural.
12. His grandchildren stitched the aloe vera to his eyepatch, since aloe vera is meant to soothe. When stressed he places his hand over his eye.
13. Three grandkids: Janice, Andre, & Fern, the only topic he'll talk about unprompted.
14. His revolver is a family heirloom, engraved with their crest on the handle.
15. Very interested in hats, loves wearing different types and brands of them.
16. Self-conscious about getting older, especially about balding.
17. Loves to offer fatherly advice, yet most times it is unwarranted or does not fit the situation.
18. Early riser: if he's up everyone else has to be up.
19. Unwilling to stoop to the level of corruption of the sheriff's league, he has no friends from his own profession and they often antagonize him.
20. He actually just...doesn't have any friends. But he would like some if he could figure it out.

Name: Ricky T. (Bartender)

Age: 33

Sex & Gender: Male

Race/Origin: Black

Important Visual: Scar along the left side of his neck

Alignment: Neutral Good

Affiliation/Team/Organization: The staff and patrons of Bustdown Bloomsbury Bar

Archetype/Inspiration Character[s]:

- Main Archetype: Brawling Homebody
- Gohan (Dragon Ball Z)
- Steve Urkel (Family Matters)
- Klaus Von Reinherz (Blood Blockade Battlefront)

Keywords Personality Traits: Prickly, Type A, Finicky/Fussy, Nerdy

Wants/Needs/Motivation: To stop a business tycoon from foreclosing on his bar, he must bring back the tycoon's son who ran away a year ago

Summary that best describes your character: The Nerdy Brawling Bartender

Voice Notes (*descriptors for the writing team; consider this a how-to-write style guide for their dialogue*): Doesn't talk much, when he does it's in complete sentences, varied vocabulary

Audio Voice Quality (*descriptors for Voice Design*): Pitched higher than what you'd think for his size, Urkel but not as nasally

Quote (*25 words max*): "Mess with me, not the bar, thank you."

Biography/Background (*300 words max*):

Born and raised in Bustdown Bloomsbury Bar, Ricky learned his bartending prowess from his mother and his extensive knowledge and vocabulary from the books his father brought home. The bar regulars, who he counts as a second family, taught him brawling and how to defend himself. Now that his parents are older, the care of the bar falls to him: he serves drinks, pays the bills and taxes, buys inventory, and settles tabs with those who can't pay. Perceived as a weakling because of his nerdy attire and stature, patrons often try to intimidate him, but to no avail because he would willingly fight anyone who poses a threat to the Bustdown. Unfortunately, the one thing he can't settle with his wits or his fists is a legal loophole that allowed the bar to be bought out from under him by a devious tycoon. The only way to protect the bar and people he holds dear is to find the tycoon's runaway son, who disappeared a year ago.

Unique Look, Iconic Weaponry/Ability, or Core Gameplay:

Unique Look: Mahogany bartender outfit with a slightly larger-than-average black bow tie, half moon glasses, a wristwatch that is broken, scar on the left side of his neck

Iconic Weaponry/Ability: Brass knuckles/knuckle dusters, has the chance to stun an enemy or a lower chance to auto KO a weaker enemy, close combat

Core Gameplay: A combination attacker of punches and kicks, heavy damage dealer, can also grapple enemies to keep them from dodging but won't be able to act until he lets go. Healer: can provide drinks that can heal team and other drinks that can buff the team, but will cause the "Buzzed" or "Drunk" side effect

Additional Info:

21. Will tell you random facts that you did not ask for and will not stop talking until he explains it.
22. Very competitive, yet bad at any card games.
23. Always trying new drink recipes, if you taste test for him then he'll name the drink after you.
24. His favorite way to get people to pay for their tab is to challenge them to an arm wrestle, he hasn't lost ever (most people underestimate him).
25. Has always wanted a pet, but his parents never allowed animals inside the bar.
26. Extremely good at stats, measurements, and quick math.
27. "I can't see without my glasses!" – he is very blind without them.
28. His parents wanted him to become an architect but weren't sure how to encourage him to leave the bar (and them) behind.

29. The watch he wears is broken; he only wears it because “every good bartender needs a watch”.
30. He has a random collection of items from customers that couldn't pay as collateral: shoes, rings, clothing, etc.

Name: Betty Locke (Vigilante)

Age: 40

Sex & Gender: Female

Race/Origin: Black

Important Visual: A padlock that she wears on one of her belt loops

Alignment: Chaotic Good

Affiliation/Team/Organization: Herself & the Helpless

Archetype/Inspiration Character[s]:

- Main Archetype: Comically Serious
- Huey Freeman (The Boondocks)
- Toshiro Hijikata (Gintama)
- Robin (One Piece)

Keywords Personality Traits: Aloof, Blunt, Goal-Orientated

Wants/Needs/Motivation: Seeking justice for the murder of her girlfriend and the theft of the inheritance that was left in her will

Summary that best describes your character: The Aloof Justice Seeker

Voice Notes (*descriptors for the writing team; consider this a how-to-write style guide for their dialogue*): Slow speaker, likes the use of sayings/idioms

Audio Voice Quality (*descriptors for Voice Design*): Slight southern drawl, more pronounced when angry, deeper register voice

Quote (25 words max): "Mabel, I'll get back what's ours. Through honor and blood."

Biography/Background (300 words max):

A vigilante hardened by the injustices of the wild west; Betty takes it upon herself to mete out justice in her own manner for various folk in different townships. Orphaned by an attack on her hometown when she was a teenager, she and Mabel were the only survivors and decided to trek on the path of the vigilante. Often viewed as blunt and calculating, her decisions were only tapered out by her partner in crime (and partner in life), Mabel, the more laid-back, jokester of the duo. However, a "take from the rich and give to the poor" heist goes awry resulting in Mabel's death...and the theft of three items which she meant to leave for Betty in the event of her death. With nothing to lose and her sense of justice even more tilted than before, Betty chases the money and memories that were supposed to be rightly hers. And also the end to Mabel's murderer.

Unique Look, Iconic Weaponry/Ability, or Core Gameplay:

Unique Look: Classic western cowboy attire in purple and gold, two sheathed 12-inch hunting knives on her back, sterling silver padlock clipped to her belt loop

Iconic Weaponry/Ability: 12-inch hunting knives, dual-wielder, close combat, slicing & stabbing damage, fastest character

Core Gameplay: Slashing and stabbing based move set, has a "fierce state" that she can enter once per battle with increased damage/crits lasting 3 turns, after use can only be recharged from a full stay at an inn or a special herb

Additional Info:

31. Likes to collect rocks and minerals, has a pet rock in her satchel bag named Louis.
32. In every town she carves a symbol somewhere secret, a pistol (Mabel's) and a hunting knife (Betty's) crossed.
33. She tries to make jokes, but they are usually horrendous or very corny.
34. An expert outdoorsman, she knows how to dowse for water even in the driest of deserts.
35. She wears the padlock to Mabel's inheritance chest on her belt loop, it was the only thing left after it was broken into.
36. Her last name, "Locke", is a taken name from Mabel, her maiden name is Shoals.
37. Not a good cook, prefers dried, already prepared food. If she has to cook she opts to burn it as she definitely knows it's done.
38. Has a unique connection with animals, they will often follow her at a distance.

39. Has stopped drinking, she's a lightweight and prefers to have her wits about her.
40. The massacre of her town is widely talked about to this day, but people believe there were no survivors (and she does not correct them).