

Character Design Document

Game Type: Sci-fi Fantasy RPG/Exploration Platformer (Metroidvania)

POV: Third-Person

NPC Ally

Name: Kresska

Age: 30s

Sex & Gender: Female (she/her)

Race/Origin: Reptilian humanoid

Important Visual: Scaled skin with a crest of spines on the back of her head. Some spines are scarred and/or shortened from injury, along with missing/dulled/cracked scales. Piercings scattered around her head (nose, ears, spines, etc.)

Alignment: Chaotic Neutral — She largely acts in the interests of herself and those she considers close, and will work both within and outside of the confines of social institutions to achieve her ends.

Affiliation/Team/Organization: Freelancing Dungeoneer/Treasure Hunter, formerly of the Cloud Viridian pirate gang

Archetype/Inspiration Characters: Han Solo (*Star Wars*), Lucatiel of Mirrah (*Dark Souls II*), Eileen the Crow (*Bloodborne*), Quirrel (*Hollow Knight*)

Keywords: Resourceful, Independent, Preoccupied, Weary

Wants/Needs/Motivation: She has come to the same ruined city the player is exploring ostensibly looking for riches, but in actuality is seeking a specific mythical cure for her mother's intractable illness. These ruins are dangerous, and survival is of course crucial to her goal, so she is more than willing to trade both goods and secrets with the player.

Other character relationships: Her mother, from whom she has been estranged since long before she became ill. Kresska has also had many dealings with other delvers in her line of work, for better and mostly worse, and as such has developed a guarded approach to cooperation.

Summary: Slow-to-Trust Survivalist

Voice Notes: Kresska has been worn down both by the rigors of her line of work and the stress of worrying about her mother. She would approach the character with wariness and fatigue at first, with short, stunted responses and a rigid focus on personal safety and transactional business. Over time, as the player interacts with her, she would open up to them, freeing up her diction to be more casual and volunteering more information about herself, her mother, the ruined city, and things that she's learned along the way. By the end of the game, she would regard the player as a trustworthy friend.

Audio Voice Quality: Raspy and tired, Kresska's voice should reflect both her reptilian physiology and the stress that her livelihood (and worrying about her mother) have had on her. It should also reflect her current disposition towards the player: taciturn and pointed at first, while growing looser and more fluid, expressing a wider range of emotional variance, as she begins to trust them.

Quote: "Well I'll be damned, you're still kickin' around? Suppose it's some kind of comfort to know there's another set of claws out there, rummaging in the dark. If you found anything good, I'll show you what I got."

Biography/Background: Kresska used to run with the Cloud Viridian, a pirate gang that specialized in hitting Imperial shipments. She left the gang after a series of leadership changes had the Viridian attacking civilian ships, and she has been staunchly independent since. This has led to difficulties, both with regard to finding reliable collaborators and from former colleagues in the Viridian being sent after her. Her focus thus shifted from attacking Imperial convoys towards something she found herself to be much better at: searching abandoned ruins among the stars in order to find relics to peddle. She prefers that such peddling would gesture towards getting such valuables into the hands of their rightful owners, but won't let that caveat interfere with her general survival. In the recent past before the events of the game, she hears through her network of friends and contacts that her mother has become sick with some sort of treatment-resistant scale rot after a deep-space science expedition. Though Kresska and her mother haven't spoken since she left home to join the Cloud Viridian, she still cares deeply for her and has made it her mission to find a cure. Her tireless investigation has led her to learn of a long-dead civilization whose medical prowess was purportedly legendary, and she has sought out any trace of their culture to find potential answers. This search led her to the same ruined city that the player is exploring, and the unlikely coincidence of the two of them being there at the same time gives her pause.

Unique Look: It is important that her look reflects her capability as an adventurer, while conveying her cautious and weary demeanor: a sinewy build that is often found leaning against a wall or sitting on a ledge, her posture slightly slouched with fatigue. Her gaze should be sharp and scrutinizing.

Iconic Weaponry/Ability: She favors light weaponry such as knives, sidearms, and spiked knuckles, both for their portability and how they complement her own speed. She has a large pack for the supplies and materials she trades with the player, but only carries it when on the move, doffing it whenever possible.

Core Gameplay: Kresska's primary mechanical interaction with the player is as a merchant and source of lore about the city. Her trust of the player, along with the information and goods she offers, should progress as a factor of pure story progress, increased trades and interactions, or completing specific requests or tasks.

Additional Character Details:

- Her ship, the *Fervid Rake*, was won in a wager over a pick-up sporting challenge. Some say she cheated, but Kresska didn't stick around long enough for it to matter.
- While she generally tries to do right by other people, she does not characterize herself a martyr, and will secure her own safety before risking herself to secure that of others'.
- These days, she dresses simply and practically, both to avoid being noticed in crowds, and for safety in her delves, but she secretly loves to dress in bright colors with unique shapes and silhouettes.

- She has a nasty scar on the knuckles of her left hand that she got from punching out her captain the day she quit the Cloud Viridian.
- She has a strong spatial reckoning, and loves spatially-focused puzzles (knots, sliding blocks, etc.)
- She had a romantic partner back in the Viridian, and hopes to, once she has helped her mother, return and convince her to also leave the gang.
- Her species eats gastrolithis, meaning that they eat rocks to aid digestion due to a lack of flat teeth, which is why she accepts certain minerals for trade; she considers them food.
- She has a hard time breaking from her solitary habits, and opts not to travel alongside the player, even once they have established trust.
- Since striking out on her own, she has taken up painting landscapes of asteroids while hiding out among fields of them.
- She has an appreciation of poetry; even if she doesn't know the language, the meter matched with the syllables can still be appealing to her.

©2021 Randy Walker

Character Barks Sample

Character: Kresska

Name	Description	Content
LowTrust_Approach0	Player approaches Kresska while she has a low Trust of the player	"That's close enough, pal."
LowTrust_Approach1		"You again? No one else you can sneak up on?"
LowTrust_Approach2		*sniffs* "You don't <i>smell</i> cursed, at least."
LowTrust_Approach3		"Who goes there? Show yourse—Oh, it's <i>you</i> ."
LowTrust_Approach4		"Skulded this way <i>yet again</i> , have you?"
LowTrust_Greet0	Player interacts with Kresska while she has a low Trust of the player	"You sure you haven't turned yet?"
LowTrust_Greet1		*sighs* "Yeah?"
LowTrust_Greet2		"Not dead yet? Give it some time, it'll take."
LowTrust_Greet3		"What is it now? I'm <i>busy</i> ."
LowTrust_Greet4		" <i>Shh!</i> Keep your voice down, or I'll bite it out of you."
LowTrust_Shop0	Player engages Kresska's trading interface while she has a low Trust of the player	"Fine, here's what I have. Don't take all day."
LowTrust_Shop1		"Make it quick, think I heard something."
LowTrust_Shop2		"Lucky for you, I don't need these."
LowTrust_Shop3		*groans/cracks spine* "Needed to lighten the load anyway."
LowTrust_Shop4		"Don't try anything, kid."
LowTrust_Farewell0	Player disengages from interacting with Kresska, or leaves the area without interacting with her, while she has a low Trust of the player	"Alright, now get out of here."
LowTrust_Farewell1		"Don't follow me. That's the last thing I need."
LowTrust_Farewell2		"Right, then. Less said, the better."
LowTrust_Farewell3		"Keep it together out there and I won't have to kill you."
LowTrust_Farewell4		"And they never saw each other again. Hopefully."
HighTrust_Approach0	Player approaches Kresska while she has a high Trust of the player	"There you are! Been lookin' for you."
HighTrust_Approach1		"A sight for sore eyes in sour times."
HighTrust_Approach2		" <i>Please</i> tell me you've got some grit on you. I'm all out, and <i>starving</i> ."
HighTrust_Approach3		"Still kickin', still in control of your faculties. Good."
HighTrust_Approach4		"Well, look who it is! Come on down, take a break."
HighTrust_Greet0	Player interacts with Kresska while she has a high Trust of the player	"Hey, kid, what's scratching your scales?"
HighTrust_Greet1		"Find anything interesting out there?"
HighTrust_Greet2		"Been anywhere new? Need to broaden our little forays, I think."
HighTrust_Greet3		"Take a load off. There's a nice hot rock to spread out on over there."
HighTrust_Greet4		"Never let it be said that I turned away a friendly face."
HighTrust_Shop0	Player engages Kresska's trading interface while she has a high Trust of the player	"Absolutely. What d'you need?"
HighTrust_Shop1		"Find anything good? Let's see if I can match it."
HighTrust_Shop2		"Sure, here's what I've got, take a look."
HighTrust_Shop3		"Good idea. I could use a few things myself, if you've got 'em."
HighTrust_Shop4		"No rush, take your time. I'll keep a eye out for trouble."
HighTrust_Farewell0	Player disengages from interacting with Kresska, or leaves the area without interacting with her, while she has a high Trust of the player	"You watch yourself out there. This place changes folk."
HighTrust_Farewell1		"Alright, great seein' ya, kid. Keep doin' what you're doin'."
HighTrust_Farewell2		"They're out there looking for us. Make 'em think twice."
HighTrust_Farewell3		"See you soon, kid. Don't go dyin' on me."
HighTrust_Farewell4		"Remember: Eyes up, claws out."