

Assignment 1 - Character Design

Tina

RPG/ADVENTURE
3RD PERSON POV
PLAYABLE CHARACTER

Name: Tina

Age: 31

Sex & Gender: Female

Race/Origin: Northern British, lower working class

Important Visual: often wears ill-fitting, cheap-looking clothes as she can't always afford to buy appropriate ones for herself. This may change as she is moulded alongside the player's decisions for her.

Alignment: Chaotic Good

Archetype/Inspiration Characters: The Everyman/Frodo Baggins/Lee Everett (The Walking Dead)/Jacqui McQueen (Hollyoaks)

3-4 keywords (personality traits): relatable, resilient, grounded, resourceful

Wants/Needs/Motivation: to carve out a better life for herself and her family in the face of the odds stacked against her

Other character relationships: Charlie (son, aged 5), Hope (daughter, aged 8), Kev (ex-partner and her children's father - in prison at game start), Michael "Fatty" Small (Kev's old partner in crime, drug dealer, rumoured pimp and local loan shark, has unfinished business with Kev and plans to torment Tina until he gets it finished)

Summary (max 4 words) that best describes your character: Ready to burn bridges.

Voice Notes (*descriptors for the writing team; consider this a how-to-write style guide for their dialogue*): Tina's no-nonsense, straight-talking Northern British accent has a soft tone but can be sharpened aggressively to reflect her 'quick wit and no shit' attitude. [Jacqui McQueen's character \(and siblings\) in Hollyoaks](#) provide a good frame of reference.

Audio Voice Quality: Soft but deep, husky tone to the voice. Northern English accent (possibly Manchester/Blackpool/Leeds area), makes use of some colloquialisms ('owt', 'nowt' etc) but is easily understandable.

Quote (25 words max): "You get nowt handed to you on a plate in this life, you've got to work for it if you want it."

Biography/Background (*300 words max*): Tina grew up on a council estate in a run-down part of Blackpool (*may change this*) in Northern England. Her family were poor and from a young age, she had to learn survival skills that sometimes bordered on petty crime (shoplifting food etc). Tina was an intelligent child but struggled to access opportunities to make something of her life due to her place in the UK's fractured socioeconomic and disparate educational system. Ultimately she fell in with the wrong crowds and began to go off the rails as a teen. As a young adult, employment options were scarce and in her early 20's, she found herself working as a cleaner by day and hanging around her drug-dealing boyfriend by night. Tina became pregnant at 23. After her daughter was born, she was able to get her

own flat through the council, and for a couple of years, she believed that her boyfriend was working legitimately. Little did she know that to try and make ends meet, Kev's dealing had climbed to new heights and he was dabbling in harder substances. Tina had a second child, a son, a few years later. In the year following his birth, Tina discovered the truth about their father's "work" and threw him out of their flat. He began stalking her, threatening to harm her and the children if she didn't take him back. Tina felt that she had no choice but to turn to the police; an almost unforgivable last resort amongst her community. Her partner ended up in prison, and as a consequence, his criminal bosses lost out on a large chunk of revenue from his drug deals. His boss now has an axe to grind with Tina as a consequence of her actions. She needs to escape and survive, and quickly.

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

- Unique look: Tina has an almost polished cheapness about her. She struggles to make ends meet, using what little money she has on taking care of her kids. As a result, she lives in cheap-looking leggings and tops but somehow manages to give it her own sense of style with statement jewellery she picks up in charity shops.
- Iconic Ability: Although not proud of it, Tina is an accomplished thief. She's been shoplifting for survival since she was a child, and so has a natural instinct for sneaking and pickpocketing. Stealth is a primary mechanic that Tina employs for survival in a range of situations.

Additional Info:

Barks:

1. "You only ever need to nick what you need, not what you want."
2. "Everyone gets things wrong sometimes. It's what you do about it that matters."
3. "Quick, quiet and clever. That's how to get through life."
4. "I can't spend the rest of my life here. I won't."
5. "I've got to do this. It's for the kids."

Interesting Facts:

- Tina is very intelligent and wants to go back into education if she ever gets off the estate. She learns quickly and makes regular use of the local library to upskill her knowledge bank at weekends.
- Tina is not a naturally violent person but she has a feisty side and is not afraid to stand up for herself or her children if anyone tries to insult or attack them. She once had a fight outside the school gates when another parent made a remark about her daughter's cardigan having a hole in it. Tina slapped the other woman so hard that she apologised out of pure fear.
- Tina often has to rely on food banks to ensure her children don't go hungry. She has to manage her budget very carefully to keep social services at bay and ensure her kids are clothed and fed and at school each day.
- She has no contact with her parents after they disowned her for getting into a relationship with Kev as a teenager.