NOELLE

CHARACTERIZATION	
SHORT BIO (LESS THAN 250 WORDS)	Noelle, Gale's sister, is a 23-year-old sommelier in New York who would rather write plays than recommend wine. Originally from the Midwest, she moved to the city in pursuit of something bigger but ended up stuck serving spoiled customers in a job she can't stand. She's awkward, stubborn, and a little cynical, but she cares deeply and listens more than she talks.
AGE	23
SEX	Female
BODY TYPE/APPEARANCE	Thin, awkward-looking, dark blue hair
OCCUPATION	Sommelier (Wine Steward)
ETHNICITY	Caucasian
LIKES	Reading, museums, horseback riding
DISLIKES	Soda, buses, small rooms, being patronized

TRUE CHARACTER	
Conscious Desire	Wants to move out of her crappy apartment
Unconscious Desire	Wishes to feel like she belongs
Strengths	Good listener, empathetic, and hardworking
Weaknesses/Flaws	Narrowminded, pessimistic, and stubborn
Dark Side	Self-centered
Traits They Admire in Others	Courageous, self reliant, and charismatic

Traits They Hate in Others	Loud, spoiled, and know-it-alls	

OTHER		
Backstory	A midwestern girl who has moved to NYC to chase her creative dreams as a playwright. Has unfortunately found herself in a job she hates, surrounded by rich, snotty customers.	
Defining Moment	Moving away from her suffocating town and family.	
Greatest Fear	Failure and to be seen as a coward.	
Pet Peeves	"Materialistic" spending, chewing with your mouth open.	
One Random Fact	She loves arctic foxes.	
Role in the Story	Hero/Protagonist	

COMPS		
Max Caulfield from *Life is Strange*		
Sam from *The Perks of Being a Wallflower*		

BARKS		
The description of the use case	**Dialogue**	**Implementation Notes**
Interacting with objects	Hmm...what's this?	

Interacting with objects	Alright, alright. I'm going.	This would play if something is far away.
Picking up an item	Great, more junk. Just what I needed.	This would play if a low quality item was picked up.
Picking up an item.	Huh. Weird...but kind of cool.	
Beginning dialogue	Hey, you holding up okay?	This would play if the relationship status is "neutral".
Beginning dialogue	So...what's your deal?	This would play if the relationship status is "neutral".
Beginning dialogue	I don't hate your company. That's rare.	This would play if the relationship status has reached "friendly".
Discovering a new area	Well, this place is...something.	
Discovering a new area	Looks abandoned. Or haunted. Or both.	
In Combat	I really didn't sign up for this!	
In Combat	Please don't make me regret this!	
Taking Damage	Ow! That was so unncessary!	
Taking Damage	Ugh. I felt that one in my soul.	Plays if the enemy lands a critical hit.
After Combat	Okay. Still breathing. Mostly.	
Healing	Pain's just...charater development, right?	

GALE

CHARACTERIZATION

SHORT BIO (LESS THAN 250 WORDS)	Gale, Noelle's sister, is a 20-year-old diner waitress with pink hair, tattoos, and a quiet dream of getting her art into a gallery. She followed her older sister from the Midwest to New York, hoping for a fresh start and a real shot at becoming a painter. She's kind, creative, and easy to talk to, but tends to second-guess herself and gets overwhelmed easily. Gale wants to prove she can make it on her own, even if she's not totally sure what that looks like yet.
AGE	20
SEX	Female
BODY TYPE/APPEARANCE	Average, a bit alternative, feminine, pink hair, tattoos
OCCUPATION	A waitress at a diner
ETHNICITY	Caucasian
LIKES	Painting, art, tiramisu, and books
DISLIKES	Crowds, loud noises, being treated like a child

TRUE CHARACTER

Conscious Desire	Wants to have one of her paintings shown in a gallery
Unconscious Desire	Wishes to prove she can handle herself without her older sister
Strengths	Kind, creative, and outgoing
Weaknesses/Flaws	Self-conscious, sensitive, and anxious
Dark Side	Self-sabotoging
Traits They Admire in Others	Hardworking, capable, and compassionate

Traits They Hate in Others	Selfish, unintelligent, and rude	

OTHER	
Backstory	A midwestern girl who chose to go with her sister to NYC. She wishes to be a painter, but struggles to find her footing in the art world.
Defining Moment	Moving away from her suffocating town and family.
Greatest Fear	To fail and have others be disappointed in her.
Pet Peeves	Interrupting, high-pitched whining, and dishes in the sink.
One Random Fact	She is obsessed with One Piece and fantasy novels.
Role in the Story	Confidant/Secondary Protagonist

COMPS	
Gwen Stacy from *Spider-Man: Into the Spider-Verse*	
Jules from *Euphoria*	

BARKS

The description of the use case	Dialogue	Implementation Notes
Interacting with objects	Wonder what this does...	

Interacting with objects	Ooh, shiny and mysterious, my favorite combo.	Would play when picking up a rare item.
Picking up an item	I needed one of these!	
Picking up an item.	Score! This is coming with me.	
Beginning dialogue	Hey there! Got a sec?	This would play if the relationship status is "neutral".
Beginning dialogue	Just wanted to say hi, hope that's okay!	
Beginning dialogue	Hey, stranger.	This would play if the relationship status has reached "friendly".
Discovering a new area	Okay, this would make a *great* painting.	
Discovering a new area	Whoa...this place totally rocks!	
In Combat	Let's try not to die, yeah?	
In Combat	Yikes! Okay, I can do this!	This would play if the enemy's level was higher than Gale's.
Taking Damage	Ouch! Not cool!	
Taking Damage	Ow..ow..definitely felt that!	Plays if the enemy lands a critical hit.
After Combat	We did it! Kind of proud of us!	
Healing	Much better - thanks!	