

Character design document: Nora Lee

ADVENTURE | THIRD PERSON | NPC

By Maya Bloem

Name: Nora Lee

Age: 53 years old

Sex & Gender: trans woman, female

Race/Origin: Caucasian

Important Visual:

She stands about 1m75 tall, but appears shorter as she's hunched over under the weight of a large, sprawling rucksack, with all kinds of camping equipment hooked into it that jangles with her every move. Her arms and legs are dotted with a plethora of little scars from bug bites, cooking accidents, and other remnants of accidental injuries from her nomadic lifestyle.

Archetype/Inspiration Character[s]:

the Sage, Ma Costa [The Golden Compass], Rey Skywalker [The Force Awakens]

3-4 keywords: independent, cheerful, conflict-averse, knowledgeable

Wants/Needs/Motivation:

Nora, more than anything, wants to be free to roam the world, meet people and see all the sights the world has to offer. However, she continually feels like an outcast, and even after all these years she's still looking for the place where she belongs. She's conflict-averse, but tries to stay in touch with her children as much as she can handle.

Other character relationships:

The only people Nora feels bonded to are her adult children, Bonnie and Tyren. Nora cares deeply for them, but they also remind her of times in her married life when she was deeply unhappy. She also feels remorse for not being able to have been a perfect mother for them while they were growing up. Now that Tyren is starting to father children of his own, these feelings have become even more complex. However, Nora always sends both of her children letters whenever she reaches a settlement.

Summary that best describes your character: Independent friendly lonely nomad

Voice Notes:

Nora won't often initiate conversations, but isn't antisocial and participates in them happily enough. She is knowledgeable, inquisitive and wants to learn from the people she meets, sometimes even going so far as to take notes of things the player says. Her speech is sometimes a little jumbled from knowing four different languages, as well as going large stretches without talking to anybody. She's mostly funny in an aloof way, but she knows what she's doing, dropping cheeky or dry jokes every now and then.

Audio Voice Quality:

Nora's voice is slightly creaky. The pacing of her speech has a quality of experience, where it seems as if she's heard and seen everything there is.

Quote:

You are new in this town, yes? Listen - don't stay at the Golden Goose. It's, uh... how do they call it... rat-infested.

Biography/Background:

As a child, Nora was adventurous and spirited, dreaming of being a sea captain or explorer. However, as she grew older, she felt more and more like an outcast and tried her best to conform to other people's understandings of gender roles and presentation. In the wrong body, she felt trapped, unable to go out and see the world while being seen for who she was at the same time. When she openly transitioned, she was supported by her family, but she wasn't free from her internalized binary thinking. This led her into a long unhappy marriage in a nuclear family with two children, Bonnie and Tyren.

After raising her children to adulthood, Nora set her sights on freedom once again, stuffing everything she needed into the humongous backpack slung over her shoulders. For the past ten years, she's travelled by foot from settlement to settlement, writing letters to her children when she can, but rarely visiting.

Core Gameplay:

Nora is knowledgeable on a wide spectrum of objects. The player can give items to her for inspection, and she will give them a description of the item and its applications. These descriptions are saved to the player's crafting menu and assist them in crafting complex items.

Since Nora is a wanderer, she has a depth of knowledge about the world and the people in it. She will appear in every city the player visits, and when the player asks her for advice, she will give them recommendations and warnings regarding the town they're currently in.

Additional Info:

Nora is bisexual. She finds it easier to express herself emotionally in writing rather than conversation, but she can speak four languages and write in two. Nora has a fantastic memory of faces and places, but is bad at logical thinking and can't do maths to save her life. She's quite funny, but she'll be the first to make a joke at her own expense. She's quite perceptive - a remnant from her closeted youth. She is more so spiritual than religious, and believes that some higher force is guiding her towards where she needs to be. Lastly, Nora is vastly knowledgeable about birds and migration patterns, and likes to watch the different bird species wherever she goes.