

Genre: Traditional High Fantasy Role-playing Game

References: Guild Wars, World of Warcraft

Plot: The world is infested by a growing plague that targets nature: the wither. A band of adventurers must find and defeat the source of it.

Character Details

Name: Lucille Lyreheart

Gender: Female

Age: 25

Race: Human

Voice Adjectives: Gentle, Light, Playful

Presentation Notes:

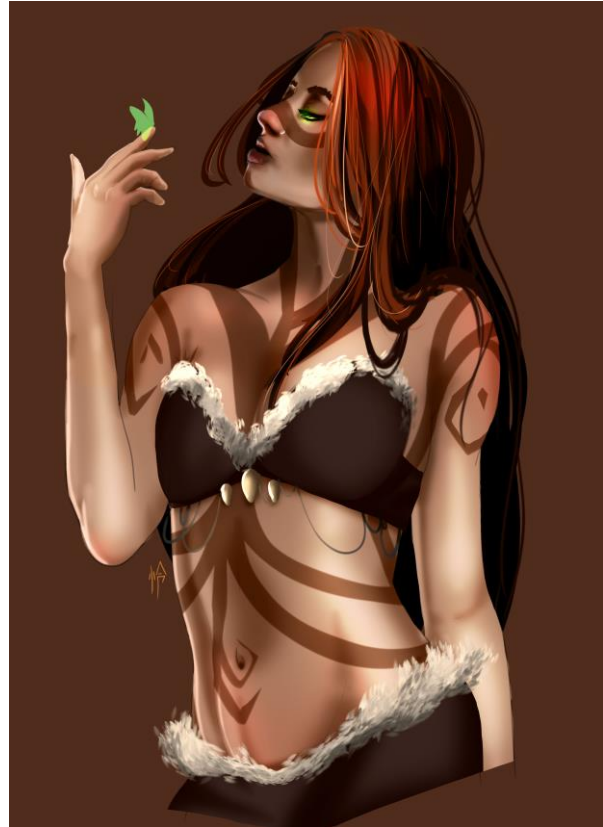
- Druidic tattoos: a nod to her profession and connection with nature.
- Leathers, bones, furs and feathers. Lightweight and maneuverable.
- Autumnal colour scheme

Character Description

Proficient in Druidism, Lucille is, at first glance, an unlikely leader of her adventuring group given her quieter nature. Yet when she does speak, others turn to listen and follow unquestioningly.

No task is ever too much. Lucille is a selfless, giving individual who would do anything to aid others, even at the detriment to herself. She won't give up on anyone and takes risks that others might hesitate at.

Her connection to the natural world emphasizes her gentle countenance. Kind and caring. She'll fight for what she believes in until her last breath – with no thought for rest or respite.



Backstory

Born in the comfort of nobility, but destined for adventure, Lucille Lyreheart dedicates herself to driving back the wither. The land she hails from is already being claimed by the taint, and to push it back she must seek further aid.

This search takes her to other realms of the world and she faces setbacks as she tries to convince others of the incoming danger. Preconceptions held in heart leave people to see and treat the Druid as they would a Witch, and thus royalty, nobility nor the merchant groups will listen to her. Finally, the wither descends, and she must band together with brave heroes to help fend it off.

Moral Conflict

Lucille is selfless when it comes to taking risks: at the detriment of her own health. She will always put the party – and nature first – regardless of the danger involved.

Dialogue References

A surprise party:

"Honestly.. you didn't need to do all this. It's- It's lovely. Thank you."

Being fired from a job:

"Please, I'd encourage you to reconsider. I messed up, I know that – it's just.. I need this. We all do."

Someone accidentally spilling coffee on them:	<i>"No, no! It's fine! I'll just-.. ah, oh gosh, what a nightmare.. Give me a moment to change out of this, aye?"</i>
Finding a large sum of money on the street:	<i>"We're.. going to leave that there."</i>