

NEON SOULS

ACTION-ADVENTURE RPG

THRID PERSON

OPEN-WORLD

PLAYER CHARACTER



Figure 1 Charlotte De Witt

Name: CD.

Age: 25.

Origin: Arcadia City.

Alignment: Chaotic Good.

Affiliation: Free-Runner.

Archetype: Hero/Explorer.

Personality traits: Pragmatic, Adventurous, Stubborn, Clever.

Summary: Constantly on the move.

Voice Quality: Low and Raspy similar to Emma Stone or Rose Leslie. When in high stress situations she is no longer animated and reverts to auto pilot.

Quote: "I could use a permanent nap."

Biography/Background:

After being separated from her father during the Mile End Massacre, CD wandered the streets where she was found by a young free-runner; Mark. He brought her back to the Burningbrook safehouse where she was raised by Jessica and became a free-runner herself. During her time there she developed a relationship with Mark and grew to view Jessica as her mother. At age 21 she left them behind in an attempt to break away from free-running, but was unsuccessful. Ashamed, she rejoined the free-runners, this time in the Westdale safehouse. Years later Westdale has been raided by the police and the runners have scattered. Now, with nowhere to go, CD must return to Burningbrook and face those she left behind.

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

Tattoo: A trash polka style tattoo that contains the broken face of Michelangelo's David and orange highlights. Each free-runner is given one with the colour of their choice. Inside the tattoo is a hidden barcode that marks them as free-runners for the Broker. Located on her right arm.

Odyssey Implant: A small disc shaped object located behind the ear. It has the same functionality as a smart phone and can link individuals to the cities grid. From there they can access the cities superintendent to help them navigate their way.

Gauntlet/ Grappling Hook: A gauntlet designed by a fellow free-runner that allows CD to traverse the city with ease. She can grapple onto cranes or grab onto the sides of buildings and hang on the walls.

Additional Info:

- 1) Applied to College and was accepted, but did not have the money to see it through.
- 2) Is afraid that she will grow old as a free-runner and will never have the chance to join society.
- 3) CD was 10 the last time she saw her father and remembers him clearly, but has little hope that they will ever be reunited. Her father became a single parent when CD's mother walked out on them.
- 4) Is highly depressed.
- 5) She's been in Arcadia her whole life and would like to go rock climbing sometime to see what nature is really like.
- 6) Occasionally, she has a moment of clarity where heights will still frighten her despite the fact that she runs on rooftops for a living.
- 7) She is a romantic at heart.
- 8) She is learning how recognize and be more open about her feelings. Her tendency to push her feelings away has caused some damage between her and her friends.
- 9) Had a pet dog when she was a kid.
- 10) Technology is something to be appreciated not feared. Before she became a free-runner she had an "imaginary" friend that was actually just an A.I. in the city grid.