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# Tilly Appleberry

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## **Half-Elf. Rogue. Late teens.**

The main character of the game. Tilly is the daughter of a farmgirl who was seduced by one of the Fair Folk. Her adopted mother was a town healer. She inherited her father's mischievous and easily distracted nature, but also has a kind heart and prefers practical jokes which help others. As a child, she would gather flowers and put them on the doorstep of the houses in the town as May Day gifts to surprise people. She tried to learn how to be a healer, but she didn't have the patience or focus to make potions. Nor did she have the tact to deal with foolish people. Tilly tends to speak her mind and call a fool a fool when they do something foolish.

Her challenge is to learn to care about other people and handle a serious responsibility.

Depending on the character's choices in dialogue, she can be played as charmingly sweet, clever, or snarky. Some of her lines represent her internal monologue or narration to the player, and should be recorded in a softer voice.

Personality: Prankster. Kindhearted. Silly. Cunning. Extroverted.

Voice: Cheery, pleasant, fluent in German but no strong accent.

## **Lines**

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*(cheerful, trying to convince her teacher to forgive her after being caught after a prank)*

"It was pretty funny, wasn't it, sir? I thought I saw you chuckle at the sight of the Headmaster's Ewe."

*(tauntingly, in an argument with another student after being accused of tattling)*

"All I said was that I thought someone was cheating... I didn't say *who* was cheating. I think of it as an object lesson in not getting caught."

*(charmingly, slightly condescendingly, making a sales pitch to a shy student)*

"You see, the Headmaster needs someone to organize and set up the festival. This sounds like a perfect job for a Bard. You would be on center stage and everyone would be able to listen to how beautifully you play."

*(surprised, after her sales pitch was turned down)*

"A waste of time? It's a festival! It's a chance to get together with friends and have fun!"

*(as a narrator, describing her bedroom)*

"My bedroom - it's my home away from home. I don't usually spend a lot of time here. Places to go, things to do. Just because it's after curfew doesn't mean I have to go to bed. It just means I may need to be a little sneaky if I want to go somewhere."

*(as a narrator, grumbling, after being saddled with responsibility)*

"I guess I need to find someone else to con into taking over the Festival! And find the dirty Drat who ratted on me to Terk!"

*(to herself, wallowing in self-pity)*

"Beach Day just didn't turn out the way I wanted it to. I bet that's what will happen at the Harvest Festival, too. Nobody's going to take the festival over for me. It's going to be a total disaster."

## Kitty Hawksdottir

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**Human. Scientist student. Late teens.**



Always more interested in machines than people, Kitty came to Hero-U to become a Scientist and avoid getting forced into an arranged marriage by her well-meaning but stodgy aunt and uncle. She is hard at work on her airship prototype, which she wants to have ready by the end of term. In trying to do so she pushes herself to the point of burnout, unless she can be convinced to learn how to have fun and relax.

Personality: Driven. Ambitious. Hyperfocused. Geeky. Can be long-winded.

A combination of Kaylee from "Firefly" and Gadget from "Rescue Rangers"

Voice: Fast paced, Scandinavian heritage, but no strong accent

## Lines

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*(mildly irritated, when asked for a favor)*

"I've only got two weeks to rebuild the static cylinders, manufacture some copper cantilevers to reinforce the structure of the envelope, generate the hydrogen gas using sulfuric acid and zinc, and then figure out a way to improve the weight to lift ratio. I have a paper to present to class four days from now on the practicality of aeronautic transportation devices, and a final exam on the principles of Science coming up the following week. I'll be lucky if I find some spare time to test my theory that the volume of a gas is inversely proportional to its pressure. I don't have any time for distractions like festivals."

*(cheerful, distracted, turning down an invitation to dinner)*

"Sorry, but need to get back to tightening the screws under the engine chassis. This aerostat won't build itself."

*(tired, sleep deprived, after pushing herself too hard on her project)*

(yawn) I'll have to think of a solution. The problem with inventing something new is that you have to answer your own questions.

# Mooella

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## Minotaur. Paladin.



Mooella is the daughter of Toro, the former Adventurer Guildmaster in Silmaria and companion of Elsa von Spielburg, queen of Marete. Her mother is Mooana, a queen's guard. Mooella wants to show the world that Minotaurs are not just animalistic brutes. This is easier said than done; she's much bigger than everyone else in her Paladin class and the other students won't spar with her. She loves puns and wordplay, and bonds with Tilly over their shared sense of humor.

Personality: honorable, stubborn, secret self-loathing, lonely.

Voice, Deep, rich Voice, could have middle-class English accent, but not necessary.

## Lines

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*(happily bantering)*

"I would be a cow-ard to deny it."

*(letting down a friend gently)*

"I understand, Friend Tilly. And I would help you all I *could*, but I'm an even poorer choice than you to organize this Festival.

*(sadly)*

"I do not think so, Friend Tilly. They are so caught up in who they are or what they want to be. They wish to be heroes and do grand deeds. They have no time for little deeds."