

Huntress

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Overview

Huntress is an action role-playing game that follows Lenora, a woman aiming to become a huntress, a cyborg bounty hunter.

Player goal

Nothing is as strong as Lenora's desire to fight corruption and discriminatory attitudes within the Hunters Association. To achieve her goal, Lenora has to learn new skills and get new and more powerful weapons.

Throughout the game, Lenora will have to hunt bandits, desert creatures, criminal organizations, believers, and more, in order to get enough money to pay for the upgrades that will turn her into a cyborg. Among the missions she'll have to complete, she'll have to derail a train, infiltrate, and get allies.

Character design sample

Overview

Lenora the Huntress.

She's so tired of hearing that "a lady should smile and be nice; a lady should not aim, should not shoot, should not fight and, above all, a lady should not kill" that she'll do something about it: she will aim, she will shoot, she will fight. She will kill. Mercilessly.

Character design: player character

Character: Player character.

Name: Lenora.

Age: 29 years.

Sex & Gender: Cis female.

Alignment: Chaotic Neutral.

Affiliation: None.

Keywords (personality traits):

- Confident
- Maverick
- Courageous
- Direct
- Sardonic

Wants/Needs/Motivation:

Wants: To become a huntress and fight corruption and discriminatory attitudes within the Hunters Association.

Motivation: To get revenge on the one who did nothing when The Hero attacked her and her mother and on those who assaulted Jonathan.

Needs: To get freedom and strength to stop being afraid.

Other character relationships:

Jonathan/Jonny: an unorthodox circuit-riding preacher, an arms smuggler, and Lenora's biological father. As well as having followers in the different towns of the circuit, he has contacts and children, of whom he never assumes the role of father. Despite that, he takes care of them in his way: he teaches them how to defend themselves, an ability that saves Lenora's life and facilitates her crusade.

Jesse: an engineer that develops biomechatronic prostheses to turn people into cyborgs and Lenora's main quest giver. Since they are not part of the Association, their business is considered illegal.

Jane: one of Lenora's half-sisters and her Achilles heel. Younger and more violent, but not as good a markswoman as Lenora, Jane is becoming a well-known bandit chief.

Throughout Lenora's adventure, the two will meet several times, putting Lenora in a difficult situation: she has to decide whether to betray her kin or her beliefs.

Amos: a hunter and Lenora's on-again, off-again ally. Although he tries to remain indifferent to the problems within the association, he sympathizes with Lenora, which leads him to help her on different occasions.

Summary that best describes your character: a confident markswoman that is aware of both her abilities and her weaknesses.

Voice Notes:

- Confident, but not arrogant.
- Energetic.
- Flirtatious.
- Direct.
- She doesn't lie or use euphemisms.
- Immature.
- Sardonic.
- She controls her emotions quite well, but she never misses the opportunity to taunt or mock anyone who feels superior to her.
- Cranky.

Audio Voice Quality:

- Thick and seductive voice.
- Slow speech.
- When she mocks someone, her voice is higher.
- Sarcastic laugh.

Quote: "Not only can I, but I shall destroy you".

Biography/Background:

Young and innocent, Annie, the town's schoolmarm, got pregnant by the new circuit-riding preacher, Jonathan, during one of his visits. Upon finding out about it, he promised to take care of her and their child, Lenora, which meant providing money and training in the use of weapons.

At the age of eighteen, Lenora got her first gun and a lesson she'll never forget. The Hero, as one of the town cowboys was known, attacked her and her mother. Had it not been for Annie shooting him on the side, her daughter wouldn't be alive to tell her story. A week later, a hunter visited their town and, since their attacker had survived, Annie asked the hunter to bring The Hero to justice; however, due to his reputation as a virtuous man, the hunter let him go unpunished. A few months later, The Hero attacked them again, but this time he didn't leave unscathed. Learned the lesson, Lenora shot him to kill using the revolver Jonathan gave her as a birthday gift. With two bullets in his torso and one on his head, The Hero's body was found in Annie's house, who, to save her daughter, took the blame and was executed for murder.

During the following years, Lenora replaced her mother as the town schoolmarm, but after finding out that Jonathan had been robbed and crippled by hunters on the road, she decided to fight the corrupt hunters and defend the innocent. In order to do so, she started training to become a huntress herself.

Since she doesn't have the strength, experience, skills, and upgrades that hunters, highly combat-trained cyborgs, have, she has been traveling from town to town fighting bandits and creatures, whether she finds them on the road or in contracts in towns, stealing the jobs from the hunters.

The adventure starts when she gets to the Hunters Association, where she's rejected because "there are no huntresses. And you're not even a cyborg", as she's told repeatedly. Since they won't help her with the implementation of biomechatronic body parts, she will end up doing it illegally, which is extremely expensive.

Unique look:

- A scar around her neck caused by The Hero's attack.
- Regardless of the fabric, she always wears pants.
- Wears a hat.
- She wears a broken watch hanging from her pants.

Iconic Weaponry:

- The revolver Jonathan gave her and a rifle. As the game progresses she upgrades her revolver (without replacing it) and changes the rifle for more powerful ones.

Ability:

- Fast and agile.
- Fast reloading.
- She's a good shot.
- As the game progresses she'll gain new abilities, which will depend on the biomechatronic body parts she gets.

Idle:

- Practices drawing her revolver.
- Checks the time on her broken watch.
- Draws with her foot on the ground.

Additional Info:

1. She's asexual.
2. She doesn't drink or smoke.
3. She enjoys reading, especially Lucinda Brown, writer of horror short stories who publishes under the name of Cameron Brown.
4. She collects watches.
5. She always carries a small and unique music box with her.

6. She believes in ghosts.
7. She's not allowed to enter the only saloon in Silent Stream because of the time she entered with five wild horses that destroyed the place after arguing with a man who claimed that she alone couldn't catch them.
8. Her irrational fear is that insects enter her mouth while she's asleep.
9. She can't help but use a higher-pitched voice every time she sees a cat. She will also try to pet them.

Cutscene script sample

Overview

“You’re not one of us” goes after two of the first missions of the game, being one of the first cutscenes. In it, one of Lenora’s enemies is introduced: Alonzo.

Missions

These two missions are given by two different characters. Eventually, they intersect leading to the cutscene.

Mission 1

The mine snake.

The miners are disappearing. What a surprise! Who thought it was a good idea to dig in a snake nest? Anyway, the miners are disappearing and the mine foreman will pay you to get rid of it and its poisonous hatchlings. This is an easy way to earn money and an opportunity to improve your abilities.

Mission 2

Murdered lover.

A romantic tragedy. Or should I say a ruthless murder? Finding his cousin dead, John, the Serenity Town bartender, hires you to find his murderers. The only information you have to start is that the young man was about to propose to the daughter of one of the dead miners. The last time he was seen, he was looking for his future father-in-law.

Scene: You're not one of us

GAMEPLAY: After killing the mine snake and the murderers of the bartender's cousin, return to the saloon and approach the mine foreman.

FADE IN:

INT. SALOON - DAY

In the background, someone is playing the piano.

JOHN, the bartender, pours a drink and gives it to the MINE FOREMAN, who, leaning against the bar, is waiting for someone. A cyborg called ALONZO, a hunter, is talking to him.

With his RIGHT METAL HAND, Alonzo takes the mine foreman's drink and drinks it.

ALONZO

I saw your notice. I'll kill the mine snake for a generous bounty.

LENORA approaches both men and places the snake's HEAD on the bar. They turn to see her.

LENORA

(smiling at Alonzo)

Head!

(to the mine foreman)

Coins?

The mine foreman takes some coins out of his coat and gives them to Lenora.

MINE FOREMAN

(to Alonzo. Shrugging)

She got here first.

Alonzo frowns angrily.

LENORA

(to John)

Regarding those responsible for the
murder of your cousin...

The mine foreman subtly looks for his gun.

LENORA (CONT'D)
Some of them are dead.

The mine foreman draws his gun intending to shoot Lenora, but he gets shot instead. She holsters her gun.

LENORA (CONT'D)
All of them are dead.

From under the bar, John takes out a bag of coins.

JOHN
Thank you.

Smiling at both men, Lenora takes the bag, WINKS at Alonzo, and walks towards the batwing doors.

She stretches out her arm to push the door open, but a bullet that GOES THROUGH the wooden door next to her hand stops her. She lowers her arm.

Except for the piano, everything goes silent. More upset than afraid, everyone around turns to see the scene.

ALONZO
What you're doing is a hunter's job and
you're not a hunter. There...

Lenora ROLLS HER EYES.

ALONZO/LENORA (CONT'D)
(She mocks him)
...are no huntresses.

Alonzo notices it and RAISES his gun. The pianist stops playing.

ALONZO (CONT'D)
I don't like it when someone does my
job.

Lenora turns with her hand on her revolver still holstered.

LENORA
Humph.

Alonzo COCKS his gun slowly and menacingly.

Lenora smiles at him, COCKING her gun without Alonzo noticing it. Alonzo sneers at her.

After a few seconds of eye contact, Alonzo aims to shoot. Lenora quickly raises her gun and shoots, followed by him.

While Lenora's SHOULDER gets pierced by the bullet, Alonzo's METALLIC TORSO gets shot, but the bullet RICOCHETS, hitting the mirror next to him. Broken glass hits his face.

Taking advantage of the confusion, Lenora leaves the saloon covering the wound with her hand.

CUT TO:

EXT. OLD WEST TOWN - DAY

Outside the saloon, there are several horses and a domesticated DESERT DOG, a dog larger than a horse and extremely violent.

Lenora gets on her horse and flees.

BACK TO GAMEPLAY: go to the next mission or continue exploring.