

# The Fox

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# The Fox

## Overview

*The Fox* is an action role-playing game that follows Robin, a hitman trying to save their sister from an incongruous conspiracy against humanity.

## Player Goal

Upon finding out about the bounty on their presumed dead sister's head due to a theft of toxic materials, Robin sets out to save her from those who want her dead and, most importantly, from those who want to use her. As they search for her, they must discover the truth about her disappearance. In order to do so, Robin has to get a better ship, assemble a crew, and obtain the resources and connections to fight their way through a war that is about to break out.

## Player Character

Robin.

Robin was just another hitman working on their little home planet.

Raised in a caravan by their grandparents, at a very young age, Robin started working as a delivery person in a business of questionable nature; however, when their sister, Elena, ran away from home, they were forced to change jobs to one where they earned enough money to support their family. That's how Robin became a hitman for the same business owner they used to deliver for. From then on and for the next years Robin took care of their family, but when their grandparents' caravan was attacked in what Robin will discover was a threat against their very much alive sister, their life changed completely. Now Robin is just another hitman trying to save the galaxy.

## Item description (weapon)

Cold-hearted blast.

"It will make their cold hearts explode." - Naran.

Designed by Naran, when the Cold-hearted blast hits its target, it freezes them from the inside out. When reaching the outside, the target explodes and, like shrapnel, hits anyone around them, lowering their health.

It is recommended to use against people and/or animals without armor or shell.

## Character profile sample - NPC - Naran

### Overview

"I'm Naran, the painter slash gunsmith slash hitman." - Naran.

One of Robin's companions. They meet when Robin starts doing business with Lorenzo, Naran's patron at the time.

Character profile: companion

**Character:** NPC Ally (companion).

**Name:** Naran.

**Age:** 32 years.

**Sex & Gender:** Cis male.

**Origin:** Born in Luna. Human.

**Alignment:** True neutral.

**Team:** Fox crew.

### Inspiration Characters:

**Edna Mode** (The Incredibles): Like Edna, he's passionate about his work, so he takes very seriously every piece he makes. But, in his case, Naran knows he must improve and evolve.

**Alphonse Elric** (Fullmetal Alchemist): Like Al, Naran doesn't pick a fight, but fights when necessary. He strives for what he wants but flows with the circumstances that surround him; he adapts. Likewise, he's not greedy or obsessed with power. And lastly, he has a very positive attitude.

### Keywords (personality traits):

- Charismatic
- Insecure
- Energetic
- Adaptable
- Egocentric

**Wants/Needs/Motivation:**

**Wants:** To win his patron back or to find a new one.

**Motivation:** He joins the crew to find the inspiration he needs during their travels. He's sure that this will help him improve as an artist.

**Needs:** To step out of his comfort zone and experience the real world in order to mature as a person and as an artist.

**Other character relationships:**

**Robin-** player character. Hitman and captain of the Fox. After his patron stops supporting him, Naran convinces Robin to hire him as the crew gunsmith. During their travels, they become very good friends.

**Gael-** his younger brother. They worked together for Smith as gunsmiths until a pirate recruited him to join his crew. Since then he has visited Naran a couple of times to buy him weapons, however, the last time they saw each other was five years ago. Although they seem indifferent to each other, they are willing to sacrifice for each other.

**Smith-** his mentor and boss. Owner of a successful illegal business, he sells, repairs, and designs weapons for politicians, businesspeople, pirates, criminal gangs, and whoever is willing to pay the high price for his excellent work. He took care of Naran and Gael when their parents died. Both of them love him as a father.

**Lorenzo-** his former patron. Lorenzo is a businessman who deeply cares about power and appearances. To show his social position, he became Naran's patron after meeting him when doing business with Smith. When he saw one of his pieces he believed that Naran had the potential to become one of the most recognized painters in Luna; however, four years later, he stopped supporting him because "his paintings are always the same: a boring tree born from the emptiness of his imagination and the lack of talent. A waste of money", as he says every time someone asks him about Naran's work.

**Diana-** a bounty hunter and Naran's love interest. They met when Smith designed weapons for her around the time Naran was recovering from the burn on his hand. She was the one who helped him find the motivation to paint again. At some point, she'll hunt Robin without knowing Naran is working with them.

**Summary that best describes the character:** A skilled gunsmith and passionate painter that only paints forests.

**Voice Notes:**

- He's nice and charismatic.
- He's a persuasive speaker. He's the type of person who convinces you to buy what you don't need.

- He's a talkative person. Because of that, and despite his effort to hide them, when he feels comfortable with the people around him, he often makes his insecurities as an artist evident.
- He has an obsession with art. He talks about painting all the time even though he doesn't know anything about color theory, perspective, etc.
- Many times he doesn't know what he's talking about, but not knowing about something is not a reason not to comment on it, am I right?
- He constantly uses the adjective "exquisite" to refer to something beautiful, harmonious, and perfect.
- He's slightly immature.
- Although he prefers to avoid any armed encounter, when he's involved in one he becomes a little shameless and insolent.

#### **Audio Voice Quality:**

- Energetic and cheerful.
- Shrill voice.
- Naran speaks fast and loud, except when he's persuading a stranger. When he's trying to persuade Robin, Gael, or Smith, he keeps his tone but speaks slower than normal.
- When angry or excited, he tends to yell, and when concentrated (painting, thinking, aiming) and inspired, he speaks less, slower, and at a low volume.

**Quote:** "Whatever, I just want to paint".

#### **Biography/Background:**

Born in Luna, the lunar ecumenopolis, Naran and his younger brother, Gael, are the children of two gunsmiths who died in an explosion. Orphans at the age of eleven and eight, respectively, both brothers were adopted by their parents' boss, Smith, a successful weapon dealer. Since then they worked for him, which led them to deal with powerful and dangerous people and to learn the gunsmith business.

At twelve, he and Smith visited a politician to deliver the guns Naran's parents were developing when they died, which are believed to have caused the explosion that killed them. Using the plans of the guns, Smith was able to finish them and close the deal with the politician. During that visit, Naran saw a tree for the first and only time before joining the Fox crew. He was so fascinated by it that he started painting trees and then forests, which don't exist in Luna. From then on he has never stopped painting, except for the time when, at the age of twenty-four, he burned his hand while fixing a flamethrower. Back then, a pirate wanted to recruit him and Gael into his crew but, because of his injury, he decided to take only Gael. After he left, Naran met Diana, a bounty hunter who

was doing business with Smith and who, over time, became a good friend and his love interest.

At twenty-eight he met another of Smith's important clients, Lorenzo, a businessman who is convinced that sponsorship granted to artists is a symbol of power and wealth. Because of this, he became Naran's patron. However, after four years of producing nothing but forests, Lorenzo stopped Naran's patronage to grant it to another artist. That's when he meets Robin, a hitman working for Lorenzo. His adventure starts after convincing them to hire him as the Fox crew gunsmith.

**Unique look:**

- Burned right hand.
- He wears a green sleeveless tunic and a braided leather belt.
- When in combat, over his tunic he wears a sci-fi bulletproof vest that matches the rest of his outfit.
- A notebook hangs from his belt.
- On his back, he carries a futuristic rifle (made by himself). Later on, the rifle will be replaced by a beautiful and futuristic handmade wooden bow.
- He's always impeccably groomed, except for his hands which always have paint and oil on them.
- He always wears accessories that refer to nature.

**Iconic Weaponry:**

- Rifle and handgun. Later bow and handgun.

**Ability:**

- Good at shooting from afar.
- Skilled at designing, improving, and repairing weapons.
- Persuasive.

**Idle:**

- He observes his surroundings attentively.
- He gets lost in his thoughts.
- He takes his notebook and starts making a sketch.

**Additional Info:**

1. He designs excellent weapons, but the only ones he has made are his rifle, bow, and handgun. At some point, he'll design weapons for Robin.
2. His dream is to lie in a pile of dry leaves, feeling the wind and looking at the treetops on a terrestrial autumn afternoon.
3. He has a plant called Hope that he has kept alive since he was little. He has it in his studio and talks to it whenever he paints.
4. His greatest fear is fire. Also, he refuses to sell, repair, design, or use flamethrowers.

5. He has a recurring nightmare in which he's trapped in one of his paintings. Being inside he begins to choke on oil paint, which loses its color and turns black as it melts around him.
6. Before joining the crew he had never left Luna.
7. After every mission, he makes a new painting, which shows his growth as an artist. All paintings capture the beauty of the places he was before.
8. He's capable of betraying anyone except Gael and eventually Robin.
9. Non-constructive criticism, people without manners, monochromatic outfits, deforestation, and ugly meaningless graffiti make him angry.
10. He loves artisanal weapons: powerful and beautiful. That's why he respects anyone willing to pay a lot of money to use such a weapon and why he hates when his family or friends use cheap ones.

## Barks- Naran

NPC	GAMEPLAY CONTEXT	V.O. DIRECTION	BARKS
NARAN  Type: Gunsmith/Painter- companion	Entering a new area	(excited)	Inspiration time!
		(delighted)	This place is exquisite.
		(delighted)	Picturesque.
		(inspired)	I have to paint this place.
		(intrigued)	Should I paint this place?
	Greeting	(cheerful)	Robin! Love your outfit.
		(appreciative)	What a cool weapon you got there.
		(friendly)	Hi Robin.
		(proud)	My companion. My friend.
		(distracted)	Uh, hello. Hi.
	Farewell	(neutral)	If you need me, I'll be painting.
		(cheerful)	Have fun.
		(inspired)	This was inspiring.
		(playful)	Hasta la vista!
		(excited)	Until the next adventure.
	In Combat	(threatening)	Do not. Shoot. My hands.
		(heroic)	I fight today so I can paint tomorrow.
		(conceited)	I'll paint with your blood!
		(dramatic)	BEHOLD! A painter's shot!
		(terrified)	Flamethrowers. WHY?!

	Taking Damage	(angry)	Oh, c'mon, not my hands.
		(disgusted)	Blood red doesn't match my outfit.
		(worried)	This is not looking good.
		(frightened)	Is this blood mine?
		(humiliated)	Have I been shot by a low-quality gun?
	Hitting	(proud)	Painter's eye. Perfect aim.
		(delighted)	An exquisite shot.
		(prideful)	I shoot like I paint: exquisitely.
		(arrogant)	Not enough red, though.
		(singing)	Headshot!
	Low Health	(frightened)	I don't wanna die, Robin.
		(regretful)	If only...
		(holding out)	I have too much to paint to die.
		(disappointed)	Am I dying? But I'm not famous yet.
		(in pain)	It hurts so much.
	Combat End (Victory)	(arrogant)	I'd be embarrassed if I were them.
		(smug)	This was too easy.
		(proud)	I'll tell Hope about this.
		(smug)	With those weapons, they never stood a chance.
		(inspired)	An inspiring victory.
	On Idle	(neutral)	How's the job going?
		(neutral)	Do you need me to fix a weapon?
		(cheerful)	Have I already told you what an excellent companion you are?
		(excited)	Do you want me to paint something for you?
		(arrogant)	Look at me! This is what talent looks like.