

Character Profile: *Zoraida: The Alchemist*

Basic Statistics:

Name: Zoraida (origin: Arabic, meaning: “captivating woman”)

Age: 20

Species: Human (with traces of magical alterations due to repeated experiments on herself)

Nationality: No nationalities in this world, culture and identity have been lost to time. Now people just do their best to survive.

Gender: Female

Time Period Lived In: Not sure about exact time yet, but some time in the distant future.

Socioeconomic Level as a Child: Higher-class: Her family is the only set of inventors and scientists who created a lot of medicine in a world destroyed by disasters and human impact. While nobody was exactly rich (other than certain government officials), some had access to more and lived in better locations.

Socioeconomic Level as an Adult: Lower-class: the accident with her younger brother, Claudio, tarnished their family’s reputation, and she was disowned by her parents and left on her own.

Hometown: The few remaining people of the world all resided in the one living sector of the planet: Antara.

Current Residence: Tiny, unnamed faction of Antara for the least fortunate of the already less fortunate.

Occupation: Works (and lives) at a bar as a bartender at a place called Spilled Vials.

Income/Salary: Pennies essentially, makes just enough to be able to buy food and chemicals.

Family Information:

Mother (describe relationship): Lara - always felt like she had to prove herself to her mother, never really had a stable relationship. Her mother was a genius, and when Zora was not talented or skilled, she immediately thought less of her. It was her idea to kick her out of the family after the accident.

Father (describe relationship): Tarin - Would always get shut down by Lara when trying to comfort or advise Zora. Essentially, a voiceless character who loved his daughter but lacked the strength he needed to support her. Was devastated when she was disowned.

Birth Order: Zora, Claudio

Siblings (describe relationships): Younger brother named Claudio. The siblings have a deep love for each other, and Claudio always looked up to his older sister and her creativity and her experiments. During one of her sessions, he opened the door without her knowing, and because he wasn't wearing any protective gear, when her experiment failed and exploded, he lost his arm and suffered severe burns. Riddled with guilt, Zora drew herself insane trying to create remedies for his ailments, to no avail so far. Claudio never blamed her for it and misses his sister deeply every day, and is forever angry at his mother. Vows to find her one day when he is stronger and independent.

Spouse (describe relationships): none

Children (describe relationships): none

Grandparents (describe relationships): none

Grandchildren (describe relationships): none

Significant Others (describe relationships): none

Relationship Skills: Externally charismatic, alluring, and has a sense of trustworthiness to her, all traits that make her an amazing bartender, and customers can easily confide in her. (This is also how she discovers what *Gambit* is, and takes the risk to leave the small life she's created to try to win some money, a title, and make a better life for herself)

Physical Characteristics:

Height: 5'9

Weight: 155lbs

Race: designed after Arabic women

Eye Color: brown

Hair Color: long hair with a dark burgundy tone.

Glasses or Contact Lenses?: None, but she has protective goggles for when she does experiments.

Skin Color: dark brown, warm-toned

Shape of Face: oval

Distinguishing Features: dark burgundy hair, lots of healing and new scars/cuts, has 3 prosthetic fingers, middle-eastern nose

Manner of Dress: basically whatever she could find/make

Mannerisms: fidgets and scratches the side of her face when she thinks

Bad Habits (smoking, drinking, etc.): Does not smoke but drinks and has little regard for her health and body (tends to experiment on herself more than anything or anyone else)

Good Habits (exercise, diet, etc.): Exercises every day and runs everywhere as she can't afford any form of a vehicle.

Health: mediocre, almost like the unhealthy and healthy habits are constantly battling each other.

Hobbies: experimenting, drinking, designing new ways to make the sector she lives in more efficient

Speech Patterns: talks very quickly and has a bad habit of interrupting people

Disabilities: missing fingers

Style (elegant, disheveled, modest, etc.): a mix of collected and disheveled, can dress normally when working, but doesn't care what she wears when studying or when off work.

Greatest Physical Flaw: hands and arms are full of random burn scars, cuts, and more, with missing limbs

Best Physical Quality: hair, eyes, and muscles.

Emotional Characteristics:

Emotions: fairly sensitive for what she's been through, slowly devolving into insanity, though, and struggles to manage anger.

Strengths: very good at offering advice, making people feel heard. Also, a hard worker and has spent many years perfecting her craft. Not afraid to try things that seem impossible.

Weaknesses: freaks out when things don't go her way, considers herself a failure when making mistakes. Will spend unhealthy amounts of time trying to figure something out and will drive herself insane doing so.

Introvert or Extrovert?: extrovert

How does the character deal with anger?: breaks and throws things

How does the character deal with sadness?: tries to convince herself that she shouldn't be reacting the way she is/kind of gaslights herself into thinking the situation isn't sad

How does the character deal with conflict?: yells, can't control anger, unfortunately.

How does the character deal with change?: depending on the situation, feels very strong emotions at first, but then tries to do anything/think about the things that stay the same to feel a sense of normalcy

How does the character deal with loss?: grieves strongly and tries to "fix" it (example, Claudio).

What does the character want out of life?: to discover a solution to regrow limbs and help heal her brother.

What would the character like to change in their life?: find her brother again.

What motivates this character?: Claudio.

What frightens this character?: unpredictable change.

What makes this character happy?: succeeding, socializing, making new things, exercising.

What makes this character sad?: feeling alone, when people insult her or make negative comments

Is the character judgmental of others?: not judgmental of others but only of herself

Is the character typically generous or stingy?: typically generous

Is the character typically polite or rude?: typically polite

Miscellaneous:

Mental/Personality Characteristics: She's there but also not all there. Tends to be very kind when around others, but completely changes when she is by herself.

Educational Background: There isn't much education available anymore; everyone is mostly self-taught in their skills or has to learn from others around them

Intelligence Level: very intelligent but struggles to remember things

Mental Illnesses (if any): ADHD

Learning Experiences: how her mother treated her as a child, her worst failed experiment that disabled her brother, her getting kicked from her home and abandoned, becoming a part of a small community of rejects, and making the most of it.

Short-term Life Goals: feel strong, try to be happy where she is, and continue bettering the lives of others.

Long-term Life Goals: heal her brother.

How does the character see themselves? She sees herself almost like a fraud, someone who can solve the little things but can't seem to make as big a difference as she wishes she could. Nobody knows what she did to her brother, so when she receives compliments or positive comments, she feels guilty.

How does the character believe they are perceived by others? She acts very differently around others, so it's less of how she thinks others perceive them but more how she hopes they perceive her (bubbly, kind, trustworthy).

How self-confident is the character?: ranges from overly confident to not at all.

Does the character seem ruled by logic, emotion, or some combination thereof? definitely ruled by emotion on every occasion other than mixing or experimenting.

What would this character find most embarrassing? If her family were to see her living and doing what she does after they abandoned her, seeing her living in the slums.

Behaviors and Mannerisms: waves her hands around a lot, has a tendency to interrupt without meaning to, doesn't like to have her hair completely down, and is always seen with it tied in some way

How does this character behave in a group?: laughs a lot, talkative, inspiring, attractive, alluring

How does this character behave on their own?: talks to herself, gets easily angered, breaks down, dwells on mistakes

What catch phrases does the character have? Variations of karmic phrases (ie, "what goes around comes around!", "they'll get what's coming to them", "the universe brings back what you put out")

Skills and Abilities: making drinks, inventing, creating medicine, quick to learn, and quick to act

Inherent: extremely curious

Desires to learn: how to be better at everything she's been learning her whole life

Spiritual Characteristics: what goes around, comes around

Does the character believe in God? Many gods? None at all?: No.

What are the character's spiritual beliefs?: believes that what you put out into the world always comes back to you

Is religion or spirituality a part of this character's life? If so, what role does it play? None, religion-wise, but does believe in karmic and cosmic energy. It drives her values, morals, and actions.

How does the character interact with those of differing beliefs?: indifferent

How the Character is Involved in the Story: one of 6 competitors in *Gambit*

What is the character's game role (Main character? Hero? Heroine? Romantic interest? Sidekick?, etc.): one of the 6 main characters in Antara's new competition, *Gambit*, where the winner receives money, government support, and a reputation as the lead

environmentalist. This competition/simulation was created in order to find people who would be strong/skilled enough to actually make a change in the destroyed world (basically the first attempt made to begin healing the Earth). Whoever wins gets to lead a team to take over a part of the Earth that has been destroyed and work on rehabilitating it.

Describe the scene where the character first appears: character/menu loading screen.

I'm not sure because I'm planning for these to just be backstories, lore of the characters, as opposed to what the game revolves around.

Describe relationships with other in-story characters: she has maybe come across some of the other characters, but does not know any of them personally, other than Vixie. Vixie became a regular at "Spilled Vials," and they eventually started working together on creating inventions and experiments.

Scenarios (Help Further Define Character's Persona):

How does the character hold a baby? Probably not for a very long time, and would be slightly uncomfortable, but would still hold it correctly and be polite about it.

What does the character do when they are left in a room alone? It depends on which room and what is in it, but if nothing is in it, Zora would go crazy with boredom.

How does the character act around the opposite sex? She interacts with a lot of people at her bar, so she would act the same regardless of who it is (situation dependent, however)

Character Growth (How is the character different at the end of the game from when the game began?) After becoming aware of what the world is really like outside of Antara, she lets go of the mental grasp her mom has had on her and realizes there are bigger issues that she can solve instead, but still holds the same vow and goal to save her brother.