

High Fantasy (Comedy-Centric) RPG  
3rd-Person Isometric  
NPC, Ally in Main Quest

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**Name:** Rozes Vice

**Age:** 34 Years Old

**Sex & Gender:** Identifies as Female, She/her

**Race/Origin:** Tiefling

**Important Visual:** Deep pink skin tone; long, pointed ears; black eyes with ruby-red pupils; two skin tone-matching horns, long and curving around the top of her head; matte black hair loosely spiked downward. Tail has been cut off entirely and is now scarred over.

**Alignment:** Social Good

**Affiliation/Team/Organization:**

- Celehasian Verdit - Commander (Former)
- Adventurer's Guild of Anatonia (AGA) - Enforcement Division Leader

**Archetype/Inspiration Character[s]:**

- "The Hero" Archetype
- Magaera (*Hades*) - Voice
- Uncle Iroh (*Avatar: The Last Airbender*) - Background and Personality
- Lillith (*Borderlands* series) - Personality

**Personality Traits:** Conscientious, Adaptable, Blunt

**Wants/Needs/Motivation:** Justice, Reform, Understanding between others

**Other Character Relationships:**

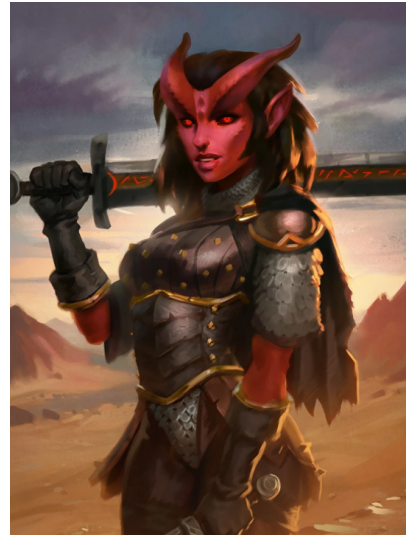
- Zorrus Cryptor - Former Educator
- Xarrvir Celehasia - Former Ruler, Enemy

**Summary that best describes your character:**

Justice seeker gone rouge

**Voice Notes:**

Rozes Vice keeps a sense of level-headedness throughout her dialogue. Her stern demeanor may come off as hostile to others; however, this is how Rozes shows that she is attentive and understanding of those she speaks with. While she aims to be thoughtful, she is never afraid to speak her mind about a topic, even if it will get her in trouble.



### **Audio Voice Quality:**

Rozes' voice is clear and sharply articulated, yet also monotone. She also makes a point to accurately pronounce foreign words and phrases in their original dialect; She believes this to be a sign of respect for the terms' origins and to the people who created them.

**Quote:** "No deed occurs without reasoning, and no voice shall go unheard."

### **Core Gameplay:**

During the course of the main questline of the game, the player will join the Adventurer's Guild of Anatonian. As they grow acquainted with the grounds and the members of the Guild, they will be introduced to the Enforcement Division Leader, Rozes Vice. She serves as the resident martial combat expert, educating adventurers in the combat maneuvers of the Celehasian Verdict. She serves as a tutor to the player if they are looking to become more proficient with martial combat, and will provide combat-based quests to the player (hunting monsters, apprehending marauder groups, etc.) Once the player is of a high enough rank within the AGA, Rozes Vice can serve as a companion/party member. She will also refer to the player simply as "hero."

### **Additional Info:**

- Rozes was trained in the Celehasian Verdict as a Duelist. Her preferred weapons are a longsword for close combat and a throwing shield to provide her with range.
- Rozes was extremely studious in her freetime, always wanting to learn of other lands than Celehasia. While the libraries were scarce on this knowledge, she found teaching from an elderly Celehasian Verdict retiree, Zorrus Cryptor.
- Rozes will never attempt to kill an individual on the battlefield. She will do her best to apprehend them without lethal force, then bring them in for any necessary questioning and/or trial. Some in the AGA find this act to be a waste of time, but Rozes considers it a vital step in being thorough and just.
- Close friends of Rozes will call her "Rozie," even though she much prefers her full name.
- Rozes will occasionally make statements regarding Anatonian, its customs or culture based on her teachings from Zorrus, most of which are outdated by nearly 150 years. She is, however, quick to incorporate the new information she learns when this happens, and aims to not make the same mistake twice.
- Rozes is very unfamiliar with cold climates, so much so that she's grown a fear of them.
- Rozes has never been in a serious relationship and struggles to see the appeal of love.
- Vastly different from her native cuisine, Rozes prefers seafood over any other delicacy.
- Rozes turns overly polite when talking to other tieflings outside Celehasia. She wants to prove herself as a good example of what Celehasia citizens are like, unlike the current ruler.
- Rozes will attempt to use teenage slang she hears on her travels, but ends up butchering even the most common of phrases.