

Player Character - Tina Keane

RPG/ADVENTURE, 3RD PERSON POV, PLAYABLE CHARACTER

Name: Tina Keane

Age: 31

Sex & Gender: Female, AFAB, she/her, cisgender

Race/Origin: Northern English, lower working class

Important Visual: usually wears ill-fitting, cheap-looking clothes as she can't always afford to buy better ones. This may change as the player's decisions mould her.

Alignment: Chaotic Good

Archetype/Inspiration Characters: The Everyman/Frodo Baggins/Lee Everett (The Walking Dead)/Jacqui McQueen (Hollyoaks)

3-4 keywords (personality traits): relatable, resilient, grounded, resourceful

Wants/Needs/Motivation: to carve out a better life for herself and her family despite the odds stacked against her

Other character relationships: Charlie (son, aged 5), Hope (daughter, aged 8), Kev (ex-partner and her children's father - in prison at game start), Michael "Fatty" Small (Kev's old partner in crime, drug dealer, rumoured pimp and local loan shark, has unfinished business with Kev and plans to torment Tina until he gets it finished)

Character Summary (max 4 words): Ready to burn bridges.

Voice Notes: Tina's no-nonsense, straight-talking Northern English accent has a soft tone but can be sharpened aggressively to reflect her 'quick wit and no shit' attitude. [Jacqui McQueen's character \(and siblings\) in Hollyoaks](#) provide a good frame of reference.

Audio Voice Quality: Soft but deep, husky tone to the voice. Northern English accent (Manchester/Blackpool/Leeds area), uses some colloquialisms ('owt', 'nowt' etc) but is easily understandable.

Quote (25 words max): "You get nowt handed to you on a plate in life, you've got to work for it."

Biography/Background (300 words max): Tina grew up on a council estate in a run-down part of Northern England. Her family were poor and from a young age, she had to learn survival skills that sometimes bordered on petty crime (shoplifting food etc). Tina was an intelligent child but struggled to access opportunities to improve her life, due to her place in the UK's fractured socioeconomic and disparate educational system. Ultimately, she fell in with the wrong crowds as a teen and began to go off the rails. As a young adult, employment options were scarce. By her early twenties, she worked as a cleaner by day and hung around her drug-dealing boyfriend by night. Tina became pregnant at 23. After her daughter was born, she got a council flat, and for a couple of years, she believed that her boyfriend was working legitimately. In reality, Kev's dealing had climbed to new heights and he was dabbling in harder substances. Tina had a second child, a son, a few years later. In the year following his birth, Tina discovered the truth about Kev's

“work” and threw him out of their flat. He began stalking her, threatening to harm her and the children if she didn’t take him back. Tina felt she had no choice but to turn to the police; an almost unforgivable last resort in her community. Kev eventually ended up in prison, and as a consequence, his criminal bosses lost out on a large chunk of revenue from his drug deals. His boss now has a major axe to grind with Tina. She needs to escape to survive, and quickly.

Unique Look, Iconic Weaponry/Ability, or Core Gameplay:

- Unique look: Tina has a highly polished cheapness about her. She struggles to make ends meet, using the little money she has to provide for her kids. As a result, she lives in cheap-looking leggings and tops but manages to give it her own sense of style with statement jewellery she picks up in charity shops.
- Iconic Ability: Although not proud of it, Tina is an accomplished thief. She’s been shoplifting for survival since she was a child and has an instinct for sneaking and pickpocketing.
- Core Gameplay: Stealth is a primary gameplay mechanic that Tina can use in several situations. Charm is another unique mechanic at Tina's disposal, thanks to her natural charisma and ability to lie or persuade.

Additional Info:

Sample Barks:

1. “Only nick what you need, not what you want.”
2. “Everyone gets it wrong sometimes. It’s what you do about it that matters.”
3. “Quick, quiet and clever. That’s how to get through life.”
4. “I can’t spend the rest of my life here. I won’t.”
5. “I’ve got to do this. For the kids.”

Interesting Facts:

- Tina is very intelligent and wants to return to education if she ever gets off the estate. She learns quickly and often uses the local library to upskill for free at weekends.
- Tina is not an overtly violent person, but she's feisty and not afraid to stand up for herself or her children if anyone tries to insult or attack them. She once fought outside the school gates when another parent remarked that her daughter’s cardigan had a hole in it and that Tina must be neglecting her children.
- Tina often has to rely on food banks to ensure her children don’t go hungry. She must manage her budget very carefully to keep social services at bay and ensure her kids are clothed, fed and at school each day.
- She has no contact with her parents after they disowned her for getting into a relationship with Kev as a teenager.