



CHARACTER INFORMATION

SKILLSVILLE INTRODUCTION



Learn about *Skillsville* characters:

Cora

Cora is a smart and kind 8-year-old who loves playing games of any kind, especially video games. Her passion for gaming and competitiveness runs in the family— her mom created *Skillsville*! She knows all about secret codes and how to come up with good strategies to win games. In *Skillsville*, she's known as "ParCora." Her cool avatar does amazing parkour moves with a special staff. Cora is great at planning and staying organized, but when things change unexpectedly, she struggles to shift her plans. She's getting better at this to help her team do well in *Skillsville*. Playing games isn't just fun for Cora; it's also helping her learn and grow in real life.



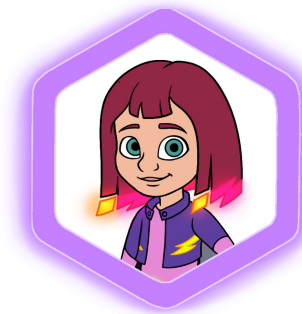
Dev

Dev is a loud and energetic 8-year-old who loves dinosaurs more than anything! He knows everything about them and even chose to name his avatar "Devosaurus" in *Skillsville*. When Dev plays, he uses lots of fun and imagination, pretending to roar, stomp, and knock things down like a real dinosaur. Sometimes he gets so into playing that he forgets the game's rules or loses focus. Dev loves spending time with his grandmother Nani and his cat T-Rex. He's getting better at managing his feelings and adjusting to life in his new neighborhood, while his mom is away working as a pilot in the military.



Rae

Rae is a brave and creative 8-year-old who loves adventure. She's daring and always ready to try new things, like making colorful art or learning new dance moves. Rae is very active and likes extreme sports, like skateboarding and motocross. In *Skillsville*, Rae's avatar is "Racer Rae" and has a special racing wheelchair with turbo boosters. She loves zooming around the game and using ramps to do awesome tricks in the air and doesn't like rules that stop her— even if she sometimes acts too quickly. Her joyful energy and goal of making the world a more accessible place help her and her friends stay excited and spread positivity while playing the game.





Scout

Scout is a Pupperfly, a dog with dragonfly wings, who lives in *Skillsville* and acts as the kids' game guide. When the kids enter the game, Scout flutters in, ready to reveal tasks and ask, "Who's got the skills to get the job done?" He's loyal, full of energy, and always up for playtime. Scout is a bit of a goofball who finds himself in unexpected situations, using his wings to fly when needed. Even though he sometimes makes mistakes, Cora, Dev, and Rae love playing with him, and Scout enjoys their company just as much. They know that after the game ends, Scout will be excited for the next adventure they go on together.



Beples

Skillsville is home to an energetic group of small, non-player characters called Beples. These characters live and work in *Skillsville* and bring extra fun and silliness to the game. The Beples make sure *Skillsville* runs smoothly by taking on different jobs and asking for help from the players. The Beples talk in beeps, and Scout interprets so the kids can understand. They also use gestures and actions to communicate.

