Character Art Master List

For all characters, the design of Fire Emblem characters is a good starting point/inspiration. For the final build, each character will need a 3D model with walking animation and 2D portraits eliciting various emotional responses, 2D is unnecessary for generic villagers.

**Player Characters**

Jun

20 yr old male. Short blue hair, somewhat messy. From a small mountain village (Japanese inspired clothing). Wields a shamisen (Japanese guitar). Serious nature, hardly ever smiles.

Altara

17 yr old female. Long light brown hair. From a small mountain village (Japanese inspired clothing). Wields a hand cornet (like a trumpet). Confrontational nature, expressive, strong nature.

Janicka

22 yr old female. Short dark bowl-cut hair. Dressed in uniform (think military marching band). Wields a pan flute. Somber, apathetic, low energy, military turncoat.

**Non-Player Characters**

Villagers

Various age ranges (children to elderly). Various appearances (not everyone is white). Eastern European themed clothing (think polish peasants). Some villagers are poor, and as such wear raggy clothes. Some work in clay pits, and are somewhat richer. Others are quite wealthy and flaunt it.

Shop Owners

As with villagers (no children), but can be customized to fit whichever shop they own. Shops include inn, tavern, general store, trader, potter, instrument shop, church.

Guards/Soldiers

Dressed similarly to Janicka, various ages/appearances, various instruments.

**Enemies**

Goblins

The goblins themselves can be your interpretation of what a goblin looks like. They are mostly dressed in rags, with varying crude instruments. Larger goblins are stronger enemies.

Wildlife

Wolves, bears, any other potentially dangerous creatures you can think of.

Bandits

Humans, various appearances/instruments.

Vapor Creatures

Humanoid forms, but their bodies are partially composed of a light blue mist-like substance. Any instruments are also ethereal and strange.