
The following bios were written for the playable character and a companion in a Sci-Fi Adventure Game

Overview

Name: Rio Cortez
Age: 34
Height: 5'8"
Gender: Female (She/Her)
Occupation: Astronaut / Communications Engineer
Ethnicity: Afro-Latina
Sexuality: Heterosexual
Relationships: Father (Estranged), Mother (Deceased)
Keywords: Driven, Intelligent, Isolated, Adventurous, Resilient, Determined, Stubborn

*"For all the talk of past mistakes,
you sure seem to be repeating a lot of them."*

"Oh great, the bugs evolved too."

RIO Cortez

Backstory

Born and raised as an only child, Rio Cortez, named for the city where her parents fell in love, was daddy's little girl. Throughout her early life, their bond was unbreakable. When she graduated from college, Rio returned home to care for her terminally ill mother. In that time, they cultivated a deep, emotional connection that was intensified by the inevitable outcome.

However, the bond she held with her father was shattered when she discovered his infidelity. The betrayal ripped through Rio, but she chose to protect her dying mother from the pain. Once her mother passed, she moved away and found solace in her work as a communications engineer for NASA.

After months of ignored phone calls from her father, Rio was presented with an opportunity - a years-long mission to repair a distant satellite. Seeing it as an escape from the reminders of her broken life, Rio accepted. As a parting gift, her father sent two deeply sentimental items: her mother's harmonica, a musical comfort in her mother's last days, and his old wristwatch, a symbol of her childhood and a time when the two of them were inseparable.

For the first time since her mother's passing, Rio tried to reach her father, hoping to reconcile despite the heartbreak. But her efforts were in vain; she was not able to reach him before lift-off. With no chance for closure, she embarked on her mission, not knowing she wouldn't return until centuries later, and their rift would never be mended.

Skills

- **Space Training:** As an astronaut, Rio has a wide range of skills from piloting spacecraft to survival in extreme conditions.
- **Technical Expertise:** Rio's background as a communications engineer comes in handy when dealing with old and new technology she encounters.
- **Multilingual:** Despite evolved animals having mastered human languages, not all choose to converse in them. Rio's linguistic abilities often help her navigate tricky situations.
- **Negotiation Skills:** Throughout her journey, she must frequently engage in diplomatic conversations, her communication skills and empathetic nature helping her to form alliances.



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Prized Items

- **Father's Old Watch:** A wristwatch that once belonged to her father. Despite their strained relationship, Rio cherishes this item as one of the few tangible connections to him.
- **Mother's Harmonica:** This was her mother's favorite musical instrument. She used to play soothing melodies when Rio was a child. Now, it serves as a bittersweet reminder of her mother's love and spirit. Whenever she feels overwhelmed or lonely, Rio would play some of her mother's old tunes, finding comfort in the familiar sounds.
- **Leatherbound Notebook:** A rare paper notebook found in the ruins of the old world, which she uses to document her observations, thoughts, and intricate drawings of her new environment.

Appearance

Rio Cortez is a proud Afro-Latina, her skin a rich tapestry of melanin that glows under any light, a testament to her heritage. Her hair, a cascade of black curls, is typically kept under control in a practical bun, not allowing it to hinder her in her daring endeavors.

Built with the toned muscles and strength of an athlete, her physique is the result of rigorous astronaut training that prepared her for space but now aids her survival in this new world. She stands with a resilience and determination that is hard to miss, a tangible manifestation of the unyielding spirit within her.

Her attire is a captivating mix of her past and present, the remnants of her once pristine astronaut suit now adapted for survival in this unpredictable environment. This suit, worn and patched, tells a story of her enduring journey, each repair marking an event in her timeline. Along with the suit, she incorporates elements of clothing crafted from resources she finds in her new surroundings, further merging her past life with her present. This often results in an ensemble that might seem eclectic at first glance but is functional to its core, reflecting Rio's resourcefulness and adaptability.

Fun Facts

- Rio harbors an unspoken regret about her broken relationship with her father. Unraveling her father's fate becomes a personal quest for her.
- She has a deep appreciation for old world music, a connection to her past life. This becomes a form of comfort and reminiscence in her new world.
- Rio has a small personal item from her mother that she managed to keep through her journey, which holds significant sentimental value.
- Her favorite dish is her mother's arroz con pollo, a memory that brings her both joy and sorrow.
- Rio was never a fan of bugs back on Earth, a sentiment that creates interesting dynamics (and some comic relief) with the evolved insects in her new reality.

Overview

Name: Finch
Age: 4 (equivalent to 30 in human years)
Height: 2'4
Gender: Male (He/Him)
Occupation: Explorer/Observer
Species: Field Mouse
Keywords: Secretive, determined, brave, outcast, curious, loner

“My name is Finch, like the bird... That happened because a finch bird snatched me from my mom when I was very little but I wasn't scared and I got away and she thought I was dead so I guess she wanted to remind me of that forever or something.”

FINCH

Prized Items

- Prime Treasure: A fragment of shiny metal from the Primes' structure: a constant reminder of his big secret.
- Mel's Jewel: A smooth piece of beach glass given to him by Mel, a symbol of their friendship and Mel's belief in his potential.
- Thorn Dagger: Always resourceful, Finch carries a sharp thorn from a local plant as a makeshift dagger. While he abhors violence, the thorn provides a measure of self-defense in a world where dangers can lurk around any corner.

Backstory

Finch, the runt of his litter, was consistently belittled and bullied throughout his life. Lacking any power or influence within the animal hierarchy of Animalia's evolved society, Finch was marginalized even amongst his own kind. Seeking solace, he developed an unlikely friendship with Mel, an ant who showed him the wonders of her world - a world that harbored a monumental secret.

Venturing together into a colossal subterranean structure filled with metallic, ant-like robots, they stumbled upon the remnants of the human era, known to them as the Primes. Unfortunately, their discovery didn't go unnoticed. They were spotted by the robotic inhabitants, leading to a dangerous chase that resulted in Mel's tragic demise. Finch managed to escape, but was left alone with a monumental secret and the loss of his only friend.

The secret of the Primes haunted Finch, its implications too immense. One thing was certain, no one would ever believe him. So he remained silent, until one day, Rio Cortez arrived in his small town. He watched in awe as Rio, a human, defended him and other civilians from a gang of feral cats. A sense of hope, maybe, or a connection to the legacy of the Primes he'd discovered. For Finch, Rio was an embodiment of the past that many animals didn't even believe in anymore. She alone held the potential to change everything for Finch, and he was done letting chances pass him by.

Skills

- While Finch lacks physical strength, he compensates with his agility, quick thinking, and excellent memory.
- His explorations have honed his stealth and evasion skills, allowing him to navigate perilous situations.
- His encounter with the Primes' technology has provided him a rudimentary understanding of their artifacts, including the robot ants.
- He also has been known to make quick work of mazes whenever they present themselves.
- He can talk his way into or out of most situations.



Appearance

Finch is petite, even for a field mouse, but it's a trait that doesn't fail to underscore his unique charm. His earthy brown fur is both sleek and luxuriant, serving as a natural camouflage against the wilderness of his surroundings. His eyes, large in comparison to his body, are a profound obsidian black, constantly flickering with a spark of innate curiosity. They reflect the world around him with striking clarity, taking in every minute detail with keen interest. His long, slender whiskers twitch rhythmically, painting a picture of constant vigilance and acute sensitivity to his environment.

Despite his smaller stature, Finch's physique speaks volumes about a life lived in constant motion. His body is lean and agile, shaped by numerous escapades through the subterranean structures and the rough terrains of Animalia. His muscular hind legs, perfect for quick escapes, highlight his adaptability and resilience in the face of danger.

Finch's tail, long and slender, serves as a versatile tool, assisting in balancing and communicating emotions. When excited or anxious, it twitches, conveying his feelings even when his voice fails to. Finch's ears, a distinguishing feature of his species, are large and elliptical, always at attention.

In a world where might often means right, Finch's appearance is a testament to the beauty of small things, and how they can hold vast secrets and stories that defy their size. His physical form, imbued with a delicate balance of vulnerability and strength, reflects his indomitable spirit, painting a compelling portrait of resilience, curiosity, and hope.

Fun Facts

- Finch is an expert climber. His small size allows him to access high vantage points, where he spends time observing the world.
- He has a hidden stash in his burrow where he collects unique items, including food, shiny trinkets, and keepsakes from his adventures.
- Finch got his name from the bird that snatched him from a field when he was a few days old. He was so small that he was able to escape its grasp.

The following bio was written for a player character in a Dungeons & Dragons campaign

Overview

Name: Gorrim Thunderstrum

Age: 36

Gender: Male (He/Him)

Occupation: Bar(d)barian

Ethnicity: Half-Orc

Sexuality: Pansexual

Relationships: Orc Chieftain (father), Human Musician (mother)

Keywords: Ambitious, relentless, tenacious, loyal, determined, outcast

*“How about a nice little power ballad
to wash our worries away?”*

“Gorrim, we’ll literally pay you not to...”

Gorrim Thunderstrum



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Prized Items

- Enchanted Tome: A magical book that fills with inspirational poems and songs related to Gorrim's life and struggles.
- Worn Lute: A practical, scarred lute carrying sentimental value, passed down from Gorrim's mother.
- Heavy Club: A large, rugged wooden club used by Gorrim in combat. It bears the marks of many battles.
- Feathered Dagger: A unique, feather-adorned dagger kept by Gorrim for close encounters and surprise attacks.
- Mother's Music Sheet: An old parchment with handwritten music notes from Gorrim's mother, symbolizing a touch of home and musical inspiration.

Backstory

Born to an orc chieftain and a human mother, Gorrim Thunderstrum is a towering half-orc with a heart full of dreams. Despite his rugged physique and primal ferocity, Gorrim yearns to be accepted as a bard. He carries a worn lute as a badge of honor and a constant reminder of his dream, but his lack of charisma leaves him in the role of a Barbarian, or as he likes to call it, a Bar(d)barian.

Haunted by a humiliating incident that occurred in his tribe during his younger years, Gorrim has resolved to never return home until he can prove his worth as a bard. His fierce determination to achieve his dreams sees him join a group of adventurers, initially believing they are forming a musical band, but eventually growing to see them as a surrogate family. Each adventure fuels his resolve and provides fresh inspiration for his music.

Skills

- “Bardic Dreamer” - Gorrim's longing to be a bard has honed his musical skills, making him proficient with his lute, despite the occasional broken string.
- “Warrior Spirit” - Although a lover at heart, Gorrim's physical prowess makes him a formidable force in battle, adopting a Barbarian's combat style when breaking into song gets him into trouble.
- “Animal Empathy” - Gorrim has a unique affinity for animals, particularly rats, with whom he has shared his music and found companionship.

Appearance

Gorrim stands tall and muscular at six and a half feet, his dark green skin adorned with numerous scars, the testament to a life of many battles. His small, sharp tusks protrude from his lower lip, adding to his imposing orcish features. Ice-blue eyes stand out starkly against his dark complexion, holding a surprising depth and intensity.

His clothes are humble and worn, suited for his adventurous lifestyle. His most intriguing possession is a large, seemingly blank tome with a dark leather cover, adorned with faintly glowing arcane symbols. He also carries a scarred lute, its design leaning more towards practicality than ornate beauty.

Fun Facts

- His magical book was a gift from a mysterious stranger and has been a constant source of inspiration and guidance.
- Gorrim accidentally cast a laughter spell during a tribal celebration, leading to a humiliating incident that compelled him to leave his tribe.
- Rats were Gorrim's first audience, and he still finds comfort in their company, often performing for them when he's feeling particularly lonely or discouraged.
- Despite the consequences, Gorrim continues to use the magical songs in his tome, hoping each one could be his break.
- His ultimate goal is to be accepted and celebrated for his unique talents and to find fame as a bard in a world that favors more charismatic performers.