

Character Design Template

GAME TYPE: Visual Novel/RPG

GAME POV: N/A

CHARACTER TYPE: NPC Ally

Name: Commander Polaris

Age: 56 years old

Sex & Gender: Cis Female

Race/Origin: African-American

Important Visual: Two scars that look like claw marks on her right cheek.

Alignment: Lawful Good

Affiliation/Team/Organization: The Star Sentinels, a group of magical girls who have functioned in secret for decades upon decades to protect the world

Archetype/Inspiration Characters: Commander Jane Shepard (Mass Effect), Mitsuru Kirijo (Persona 3), Melinda May (Agents of S.H.I.E.L.D.)

3-4 keywords: Stern, Caring, Forthright, Stoic

Wants/Needs/Motivation: To protect the world, to train the next generation of Star Sentinels, to allow herself and her fellow Star Sentinels to retire and rest in peace

Other character relationships:

Arcturus: Polaris tries to make sure the others don't have to worry too much, but Polaris does come to Arcturus to discuss strategy/tactics, as well as to pick her brain as to where the Star Sentinels may need to deploy and when.

Algol: Polaris's unofficial second in command. Though Polaris is rather reserved to everyone, even Algol to an extent, Algol is her confidant and closest friend, as well as Polaris's oldest teammate. Polaris has also, though not to Algol's knowledge, picked Algol to be her replacement should anything happen to her.

Rigel: Polaris frequently trains with Rigel, noting her as one of the strongest and most skilled combatants in the Star Sentinels, and relies on her for training the initiates.

Regulus: Similarly to Rigel, Polaris frequently trains with Regulus, noting her skills in combat and also relies on her to help with training.

Cassiopeiae: One of the four new initiates that Polaris recruited, though she may come down harder on Cassiopeiae, that is because she realizes the potential that Cassiopeiae has as a person and wants to push her as hard as she can to make her the best Star Sentinel the young woman can be.

Procyon: One of the four new initiates that Polaris recruited, Polaris right away saw Procyon as a born leader, which pushed her to recruit her, and as such, has high expectations for her and to want to see how she can handle this.

Gliese: One of the four new initiates that Polaris recruited, and though initially unsure because of Gliese's nerves and trouble, has done what she can to help ease the young woman into her new role and help her grow into who she knows Gliese can be.

Antares: One of the four new initiates that Polaris recruited, though Polaris holds respect for her, she wants Antares to become less attached to her life before the Star Sentinels, so she can put more of herself and her strength into her duties.

Summary that best describes your character: A stringent, protective leader.

Voice Notes: There's no hesitation when Commander Polaris speaks. There's no reluctance when she gives orders, but she is also incredibly measured when she speaks. There is rarely an outburst of emotion from Polaris, whether positive or negative, even when reprimanding or giving congratulations. She is not without emotions, though, but she sees it as important to not let them overtake her, as the leader of the Star Sentinels.

Audio Voice Quality: Level, firm, and with a mid-range octave, neither too deep nor too high, with a slightly wisened quality to the sound of her voice

Quote: "The four of you? Please, be safe. Your bravery and your strength of heart will be what pushes you through this."

Biography/Background: Though not one of the original Star Sentinels, Commander Polaris is the oldest and most experienced of the current unit. Brought into the fold as an initiate many, many years ago, Polaris accepted her new life within the Star Sentinels and worked hard over decades, moving from initiate to a full-fledged Star Sentinel, and eventually, becoming the Commander of the group once the former leader was killed in battle some time after declaring Polaris as the next in line to lead. Since then, she has both led the Star Sentinels on various missions to keep the world safe, as well as seeking out those who have the potential/capabilities to become a Star Sentinel and helping the other Sentinels recruit new initiates in order to keep the group going.

Unique Look: Polaris has a sleek suit of armor, iridescent silver in color, of a material that's unknown, but incredibly durable yet easy to move in. The chestplate has a black five point star design on it, and the right arm has black stars in the shape of the Ursa Minor constellation.

Iconic Weaponry: Commander Polaris's iconic weapon is called the Screaming Trail, and it is a lance formed from the tail of a falling star, iridescent in color, with a curled tail and a wide, sharply pointed spearhead. The entire weapon looks glassy, though it is incredibly strong and durable.

Additional Info:

Ten Things No One Knows About This Character:

1. Is one of two people who know how to use the Star Forge in order to create new weapons and armor
2. Primarily eats dinner alone in her quarters
3. Was recruited as an initiate in the early 1960s
4. Has already picked a successor for herself both from the Sentinels and the Initiates
5. Though she asserts that she picks no favorites, subconsciously she knows which initiates she feels has the most potential, and as such, has done more to push them
6. Has seen plenty of fellow Star Sentinels and Initiates killed in action, which is why she works so hard to keep everyone trained to prevent herself and others from dealing with the losses she has
7. Despite her weapon of choice now being her signature lance, her training weapon was a sword
8. Still has a journal from her life before joining the Star Sentinels, though it has remained unopened for many, many years
9. The scars she has were made on her first mission after becoming Commander
10. Was the sole recruiter for the current four Initiates