

## Teodolinda Ganonza - RPG Character Profile

Character Name: Teodolinda Ganonza

Age: 40 (97)

Gender: Female

Background:

Teodolinda Ganonza was born to an incredible scientist in Caldera City, but struggled to live up to her expectations. Not interested in science, Teodolinda became a duelist and fencer, which strained their relationship. To catch opponents off-guard, she wore a mask of effete dandyism. A free spirit, she set out to fight the good fight and drink the good drink.

To make up for her absence, Teodolinda helped her mother with a time travel experiment. It went haywire, shattering Teodolinda from her place in time and killing her mother. She discovered the ability to travel to parallel worlds and switch places with her other selves. Now 97 but looking 30, she fights the corruption of Caldera City as her alter-ego Rosengarde.

Voice Direction: Polite, direct, airy and milquetoast. When dueling, she is striking with emotion, bursting with enthusiasm and cheesy bravado. Think Diego De La Vega/Zorro.

In-Game Character Bio:

*Teodolinda Ganonza is an effete and foppish noblewoman too weak to raise her voice, much less fight. Secretly, she is the vigilante Rosengarde, cunning and free, who fights against tyranny and corruption in Caldera, especially against the nobility. It takes a toll on her but as long as there are wrongs to be righted, her rapier will always be as sharp as her smile.*

Gameplay Role: Utility for allies and being a damage dealer, not through sheer numbers, but in constant, consistent attacks. Teodolinda can also focus more on a defensive fighting style as a duelist, increasing her own armor rating or those of her allies.

Player Interaction: If the player character accepts a quest in Caldera City but doesn't complete it after a certain amount of time, the quest will be completed by Rosengarde. The player can then receive an invitation from Teodolinda to come to her house and begin a sponsor-sponsored relationship, which starts its own quest-line which includes exploration of the more political elements of the setting, especially of the corruption within the nobility.

Goals and Narrative Arc:

The sponsorship that Teodolinda Ganonza proposes covers almost all of the player's expenses, but only if they get rid of certain nobles, incriminating them in order to expose their corrupt behavior, which brings questions of justice and Teodolinda's motivation into question. Teodolinda wants to eliminate corruption and oppression from her country, and is willing to get her hands dirty, also employing her "partner" Rosengarde to assist the player.

Her quest-arc ends with having to expose the mayor of Caldera City, who is corrupt and responsible for the experiment going wrong. The objective is to expose them but the player can weigh in on the decision of Teodolinda abandoning her alter-ego of Rosengarde or continue the fight in the player's party. She is unavailable in an evil playthrough.

Character Lines (Tones and circumstances):

(Greetings)

You wish to consult me?

(Farewells)

Take care and be well.

(Happy)

I haven't had this much fun since the robbery of the City Hall.  
My laughter echoes, what a joyous blessing this is!

(Curious)

Perhaps we should look deeper into this, shall we?  
All must be discovered, corruption thrives when curiosity retrogresses.

(Scared)

Run away! Run away!

(Angry)

Pick up your sword and die like a man!  
I'll turn you into a pincushion!

(Regretful)

I'll extend my deepest apologies and an offer of atonement.  
I don't know what to do with this... look you're giving me.

(Entering Combat)

Forces of evil, my blade is one you cannot escape from!  
I have slain a hundred men and I'll add you all to the pile!

(Leaving Combat)

Perhaps a retreat is in order. Ladies, gentlemen.  
Let's burn the floor boys!

(Joking)

I can't tell if I'm not me sometimes. Why? Oh, I just "travel" a lot.  
Come on, sirs, we are trying to kill each other but please keep your manners!

(Commanding)

Attack from the sides! We'll route them until they've nowhere left to run!  
Go forth, I'll handle all these scoundrels! Time to really put my sword to the test!

(Successful)

As expected, no praise required.  
Until the fight is won! Unto victory, always!

(Failure)

Steel sharpens steel, always.  
Guess I'll have to push past my limits here!