



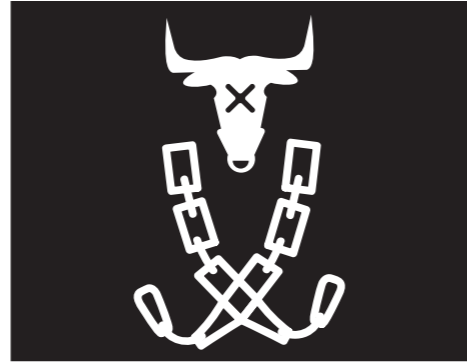
**ARCANE
TRIGGER**

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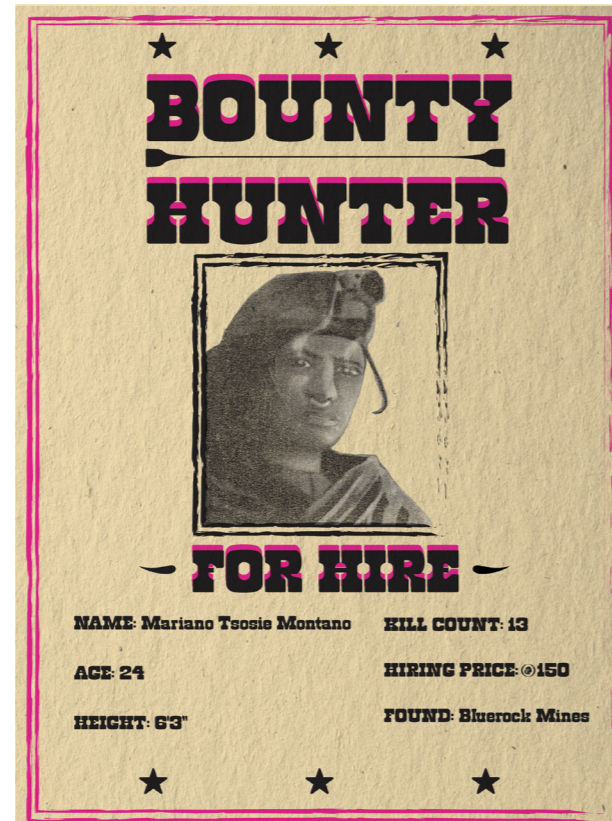
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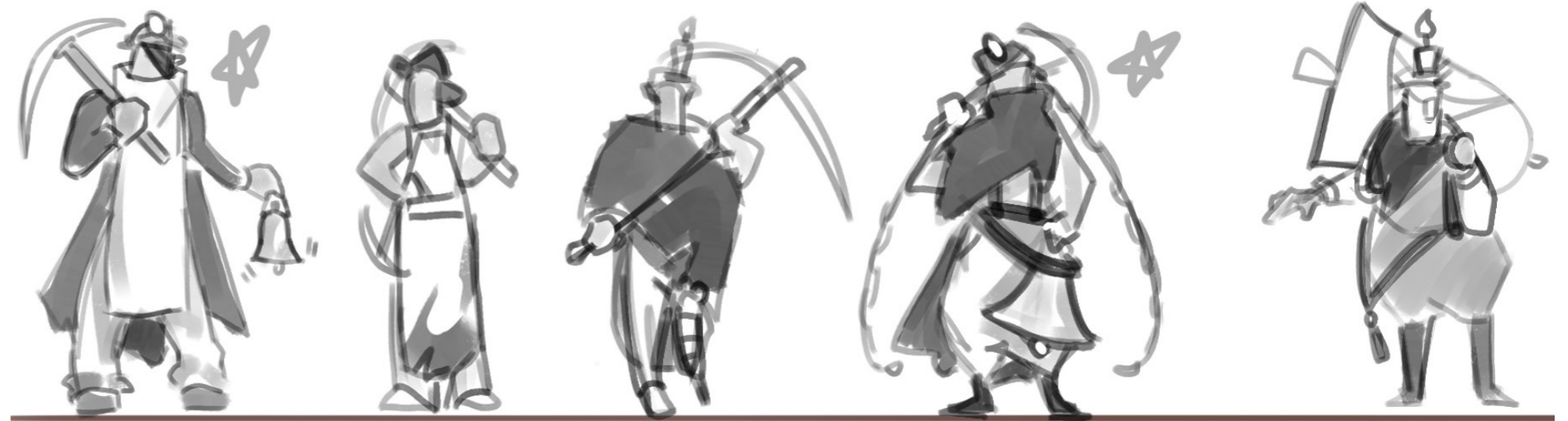


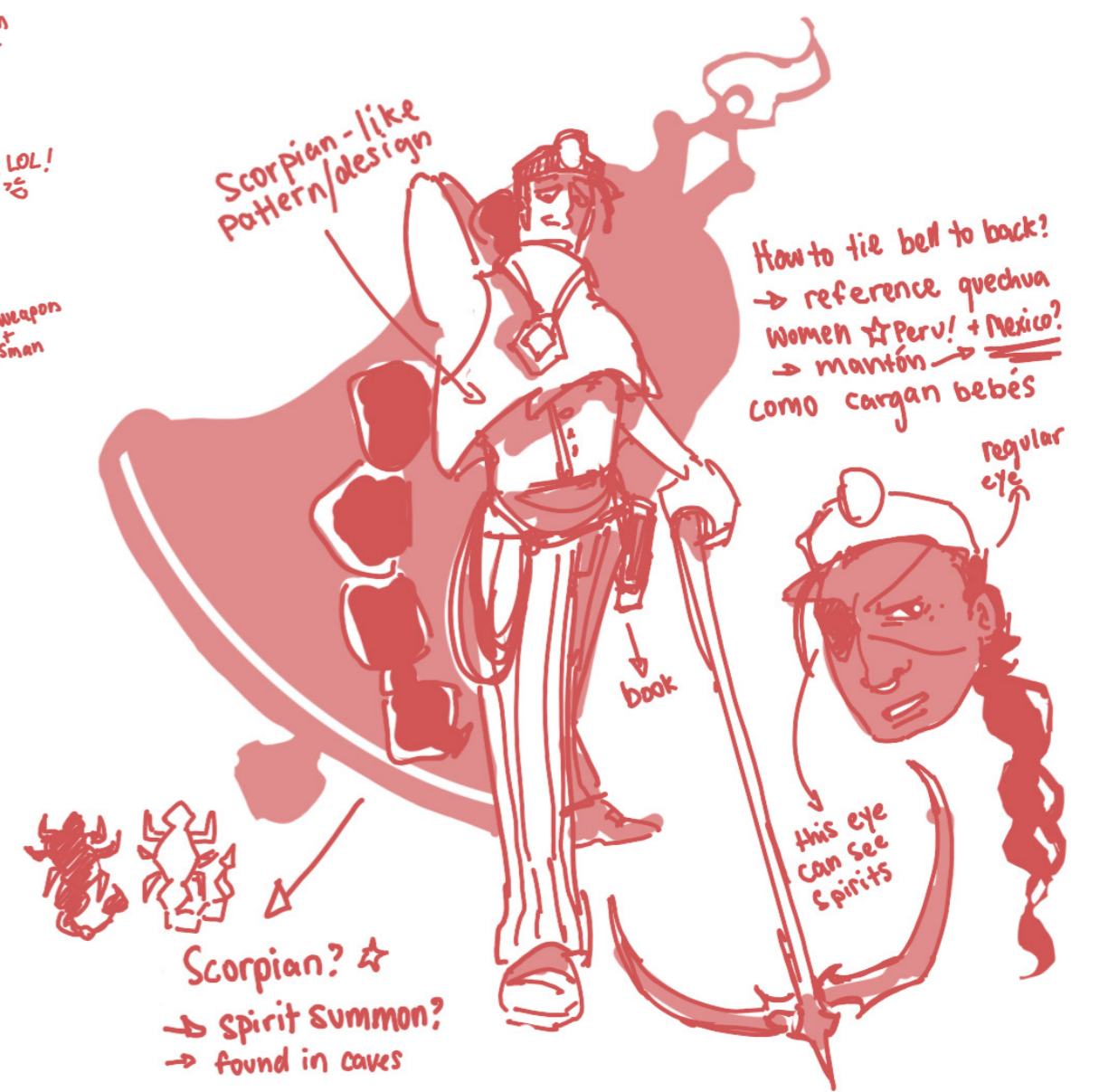
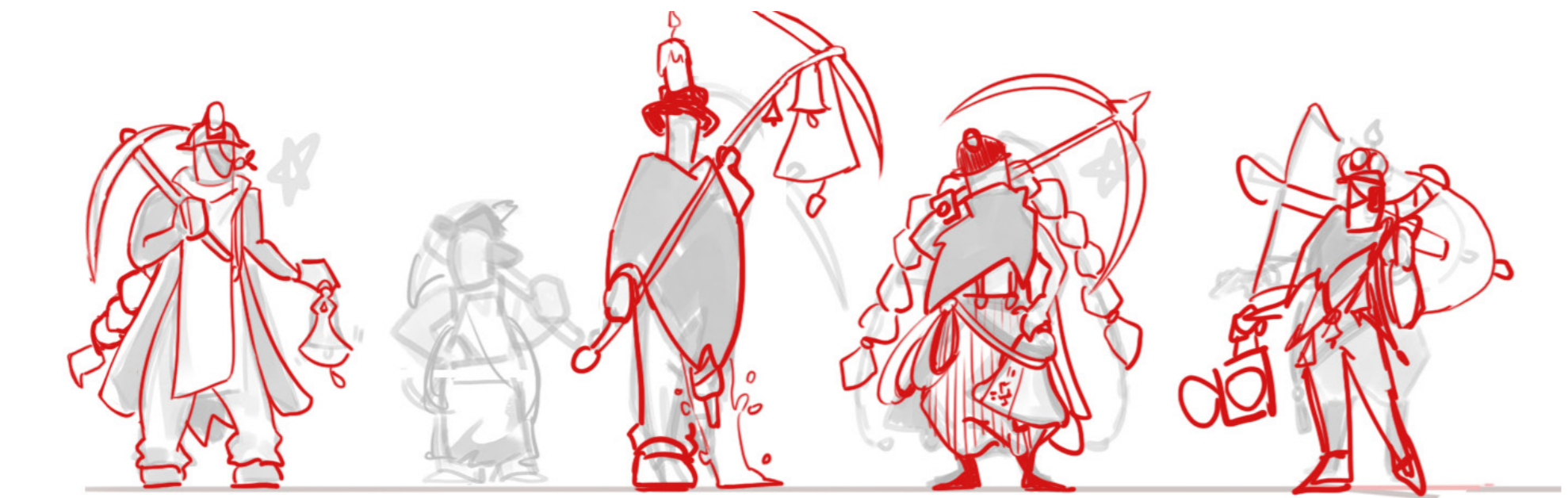
SUMMONER



I wanted the summoner to be able to call on a spiritual helper but still distinguish and differentiate him from the necromancer. I liked the idea of him summoning the spirit of dead canaries from mines, so I went for a miner theme. I later changed his summon to a scorpion, inspired by his braid. Either way, they are also found in caves which fits the mining theme I had gone for originally. He rings his bell with his pickaxe and summons the spirit of a giant scorpion to aid him in battle. During a mining accident, he was stuck down in the mines for several days. About to lose hope, he found a giant bell which upon ringing it summoned a scorpion who helped him navigate out of the maze that were the mines.



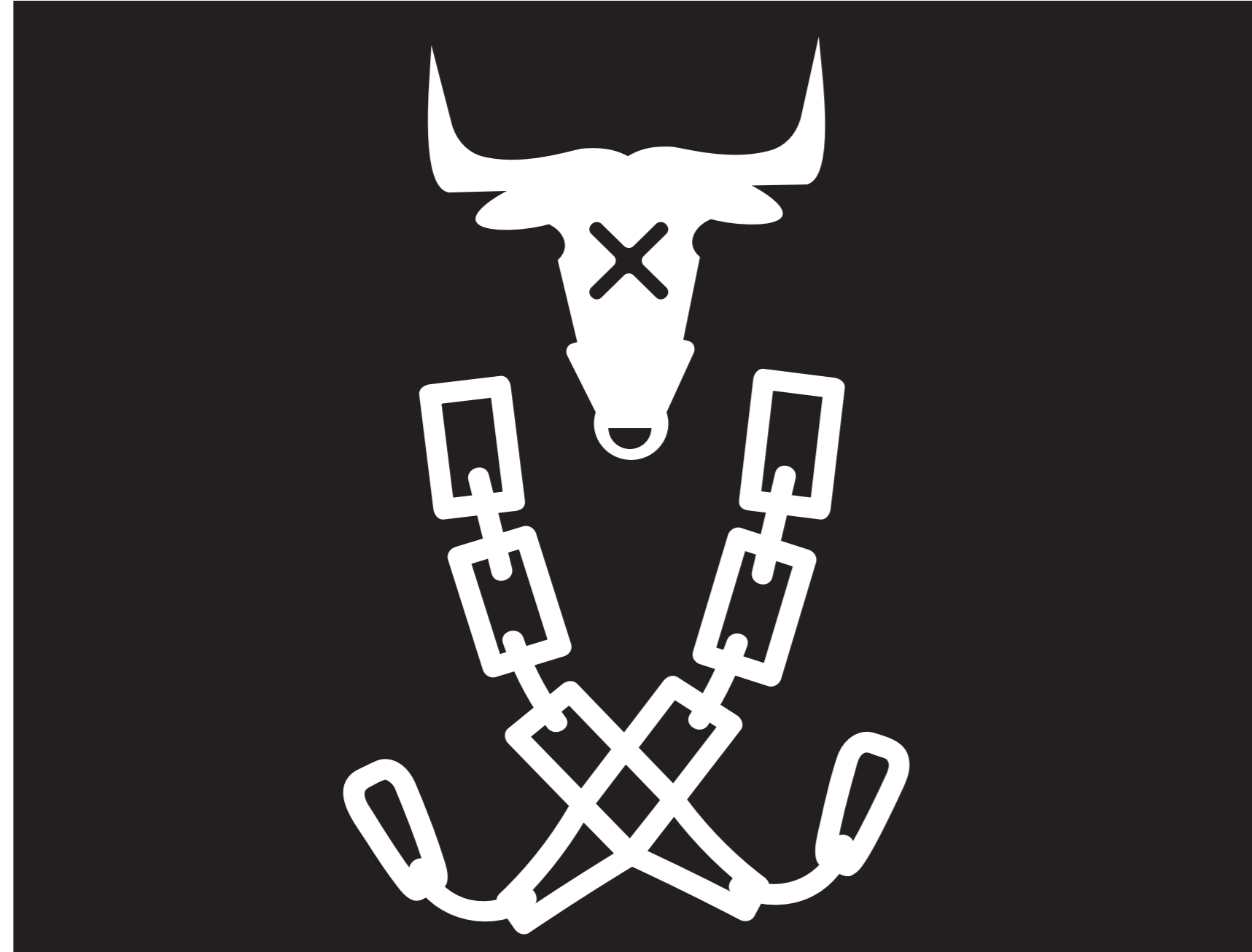




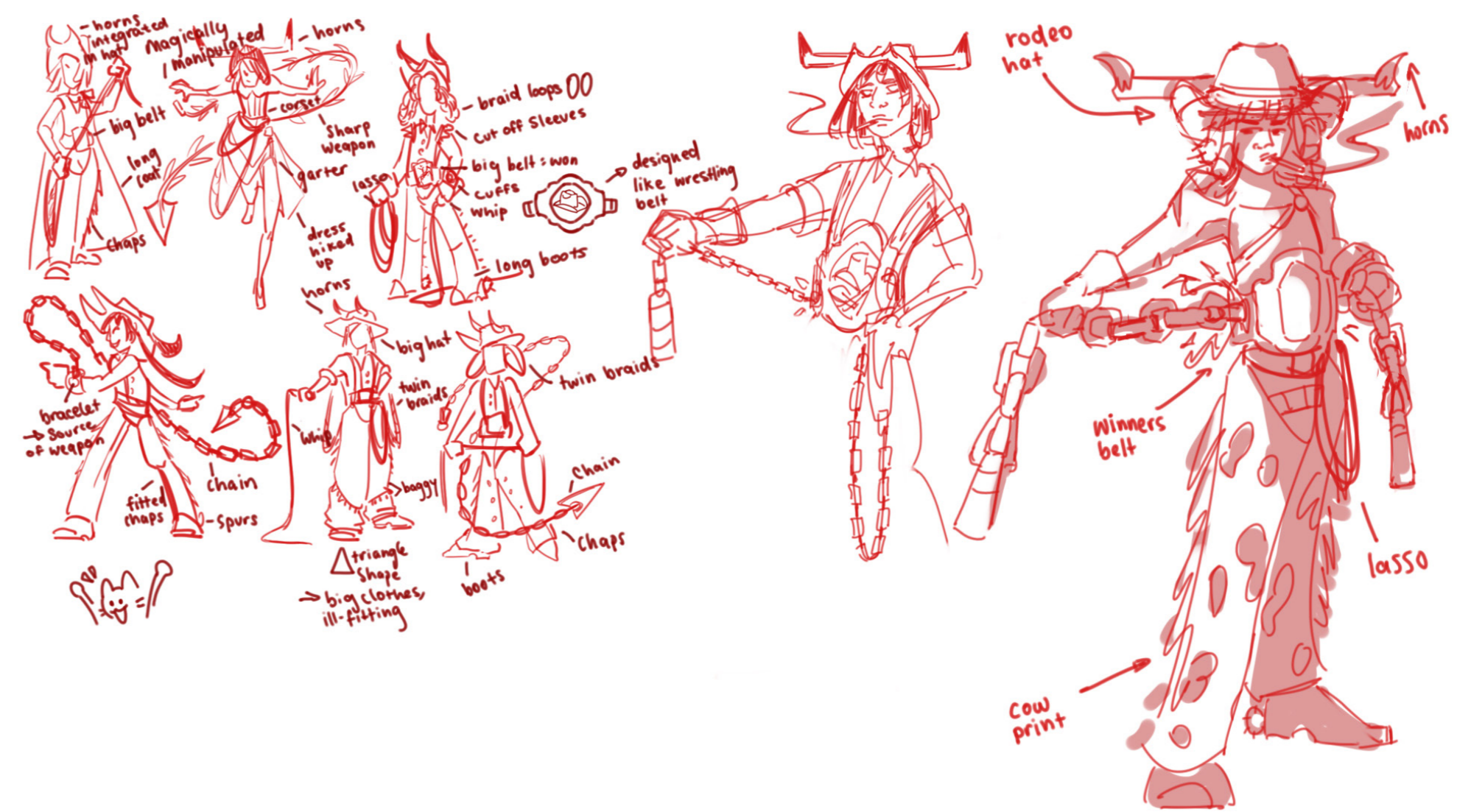
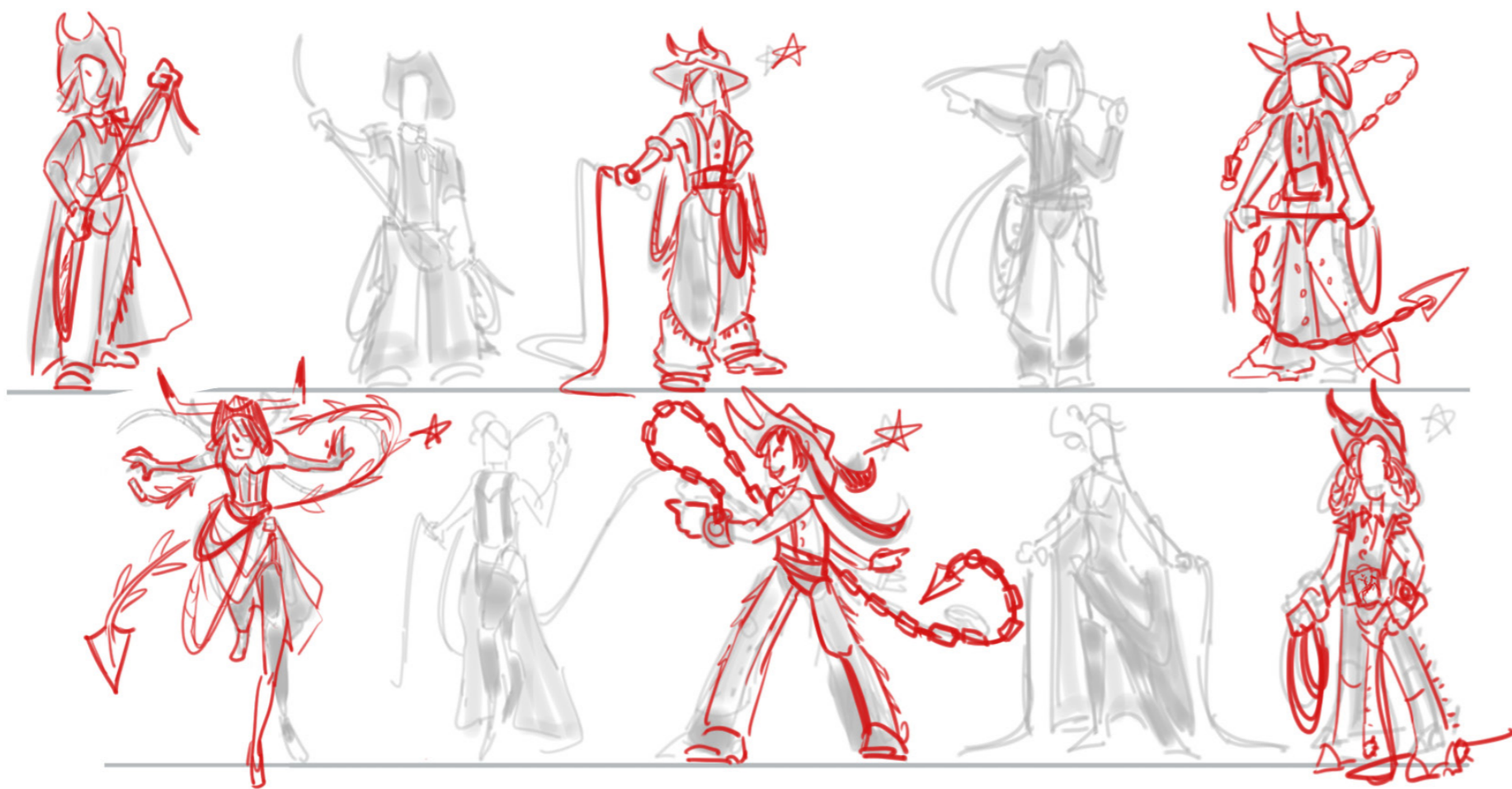


RODEO

This character is inspired by classic depictions of cowboys as ranchers, people who herd cows. I wanted to have her be able to freely control her lasso and manipulate its shape. I was mostly inspired by farm hands and classic rodeo cowboys who are found in ranches and included cow and bull motifs throughout her design. Several generations ago the rodeo prize belt she now wears was lost through betting. She won her family's heirloom belt back during a rodeo competition. She found out why everyone had been after it and why her family needed it back, discovering the power within: a pair of golden chains decorated with bull heads.







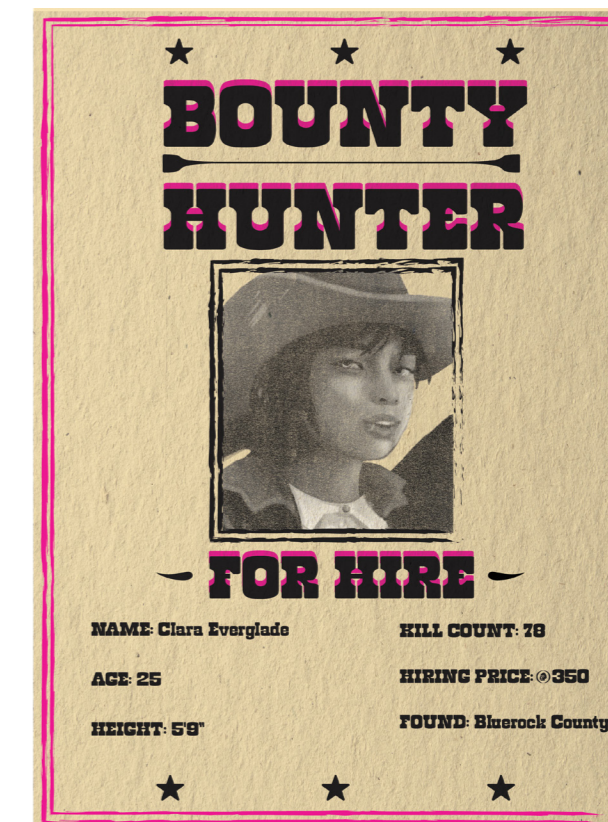




GUNSLINGER



The gunslinger has an arsenal of weapons at her disposal. I liked the idea of her summoning arms with weapons at the ready or having a wide array of guns to barrage enemies with, she's a loose cannon who goes guns blazing into the fight. She has expensive tastes and costs a lot to hire but will be sure to get the job done, motivated by money. I continued the theme of money and opulence in her clothing, giving her a primarily green color palette with gold accents. During a job gone wrong she narrowly avoided death by making a pact with a death god who provided her with the green ghost arms. She has to keep offering her patron god money to maintain her contract.



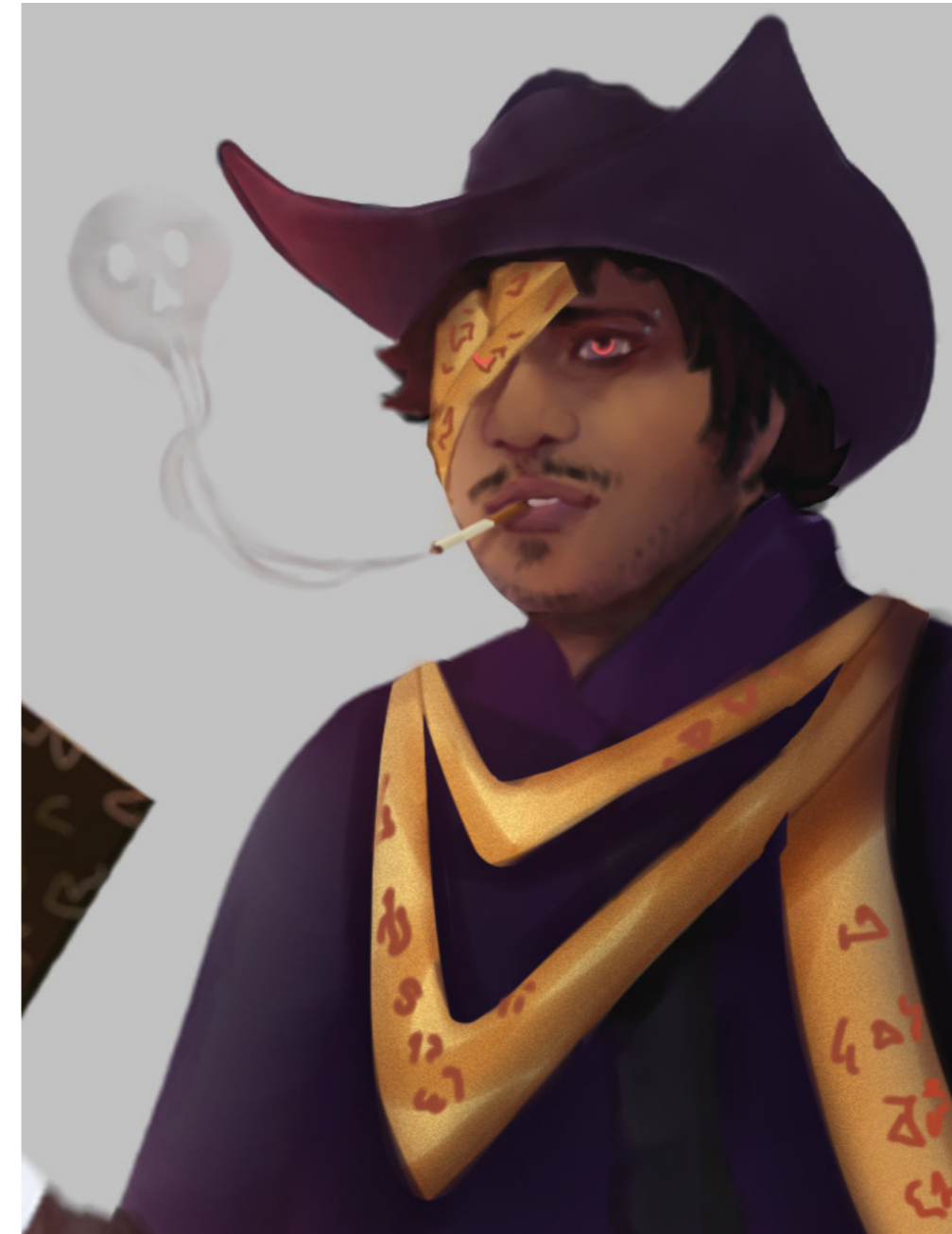






NECROMANCER

A mysterious character whose face is shrouded in darkness for the majority of the game. His visage is only revealed at the end of the game when the protagonists face him head-on. He always has a suave and cool-headed disposition, summoning the undead to aid him in battle. He carries an incense burner filled with the souls of his victims and a tome of the dead which he uses to raise zombie henchmen. The runes on his bandages glow with magic as he found them alongside his tome at a gravesite. That night, he had attempted to resurrect his brother from the dead but created a mindless version of him instead. He is attempting to collect magical artifacts to grow his knowledge and power.

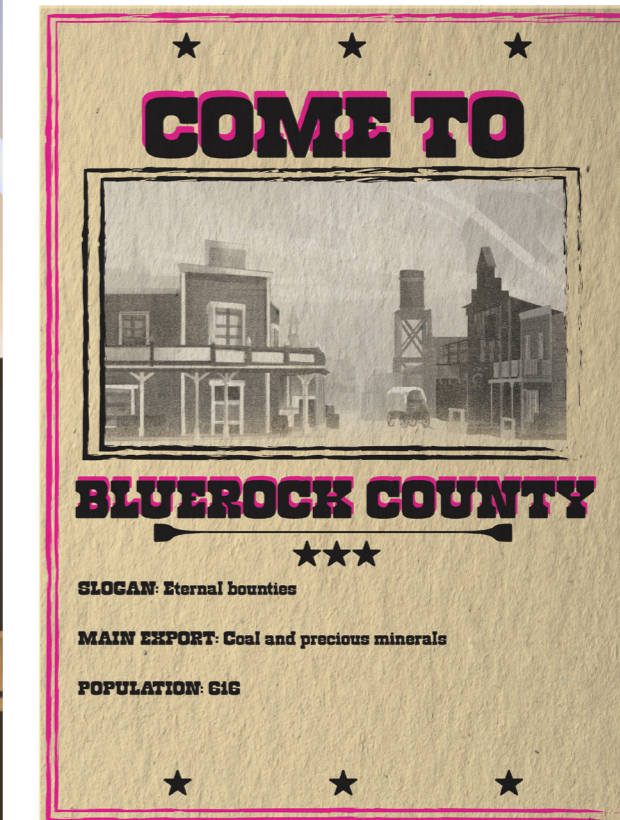






BLUEROCK COUNTY

A small town tucked inside of a crater surrounded by numerous rock formations. This is the home of the Gunslinger who regularly takes on bounties from the saloon to keep up her expensive lifestyle. This is where everyone meets up after a bounty has been acquired and where they restock on supplies before heading out on adventures through the desert. The three bounty hunters encountered each other here at the start of the game and where they begin their adventure.

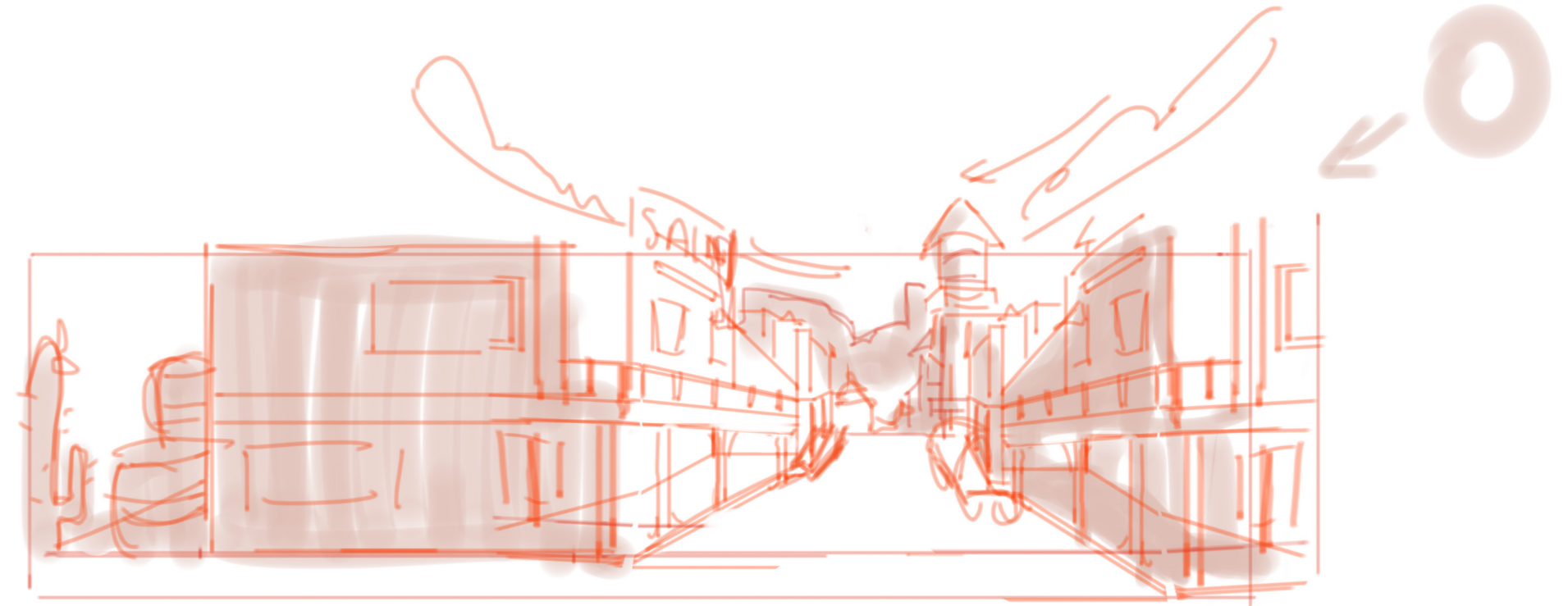
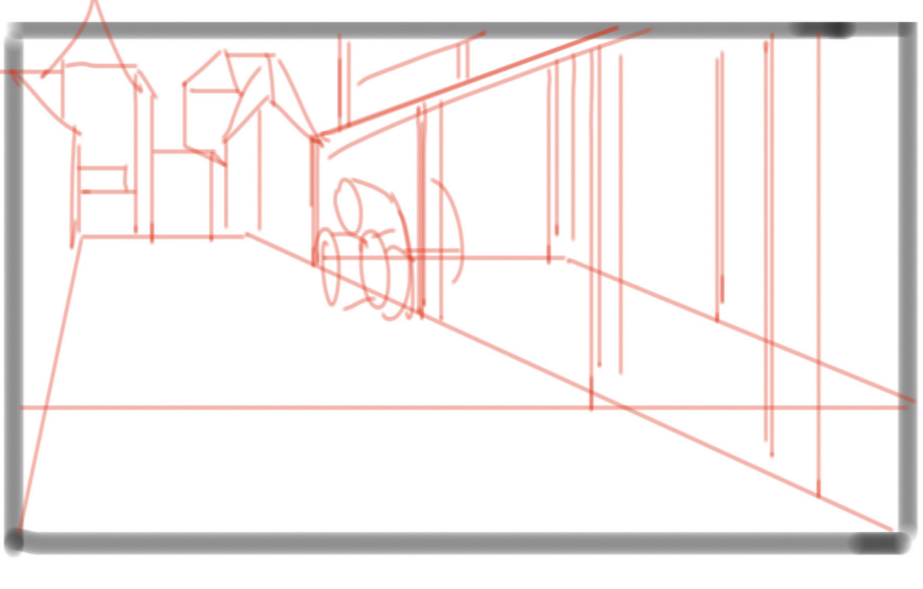
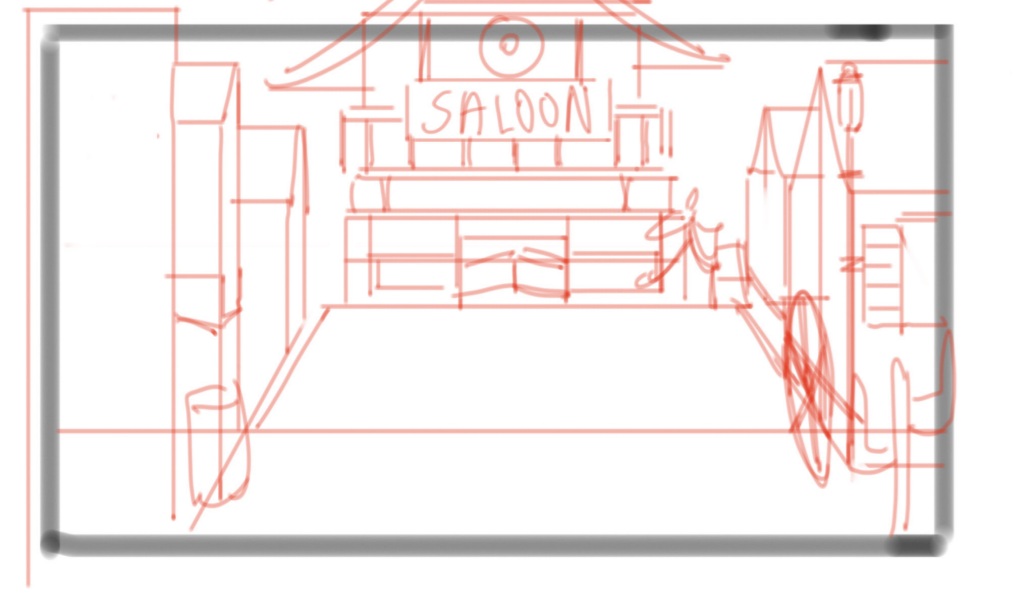
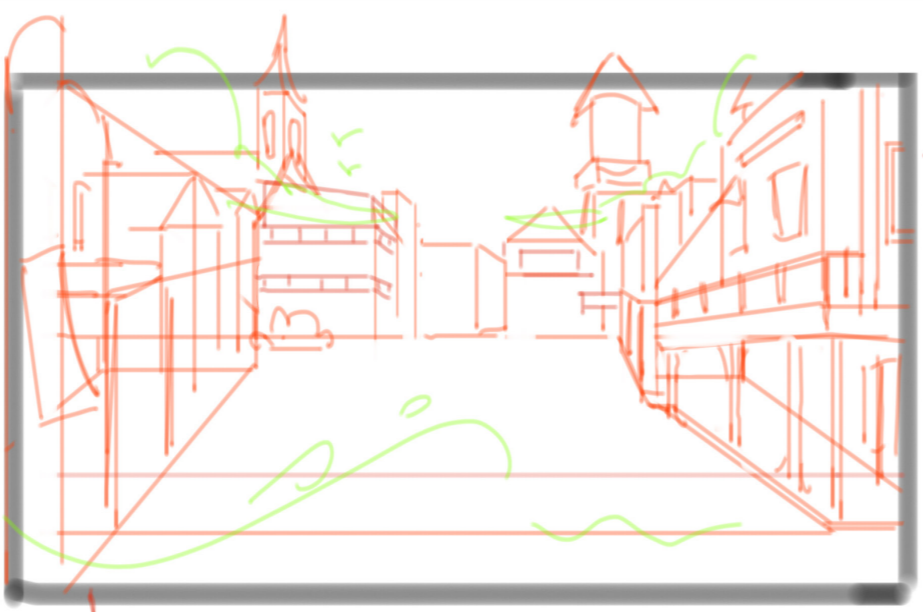
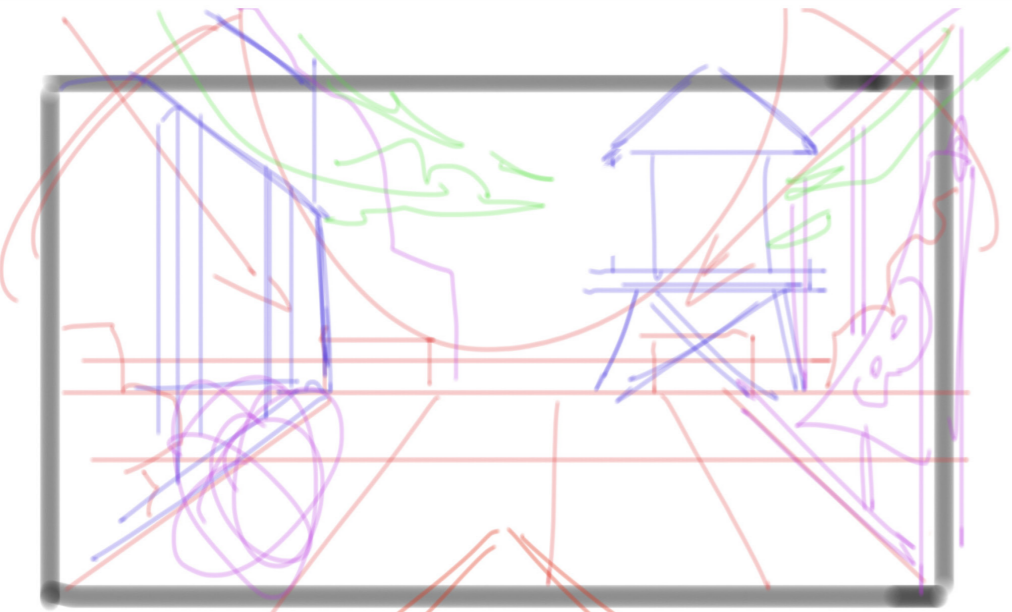


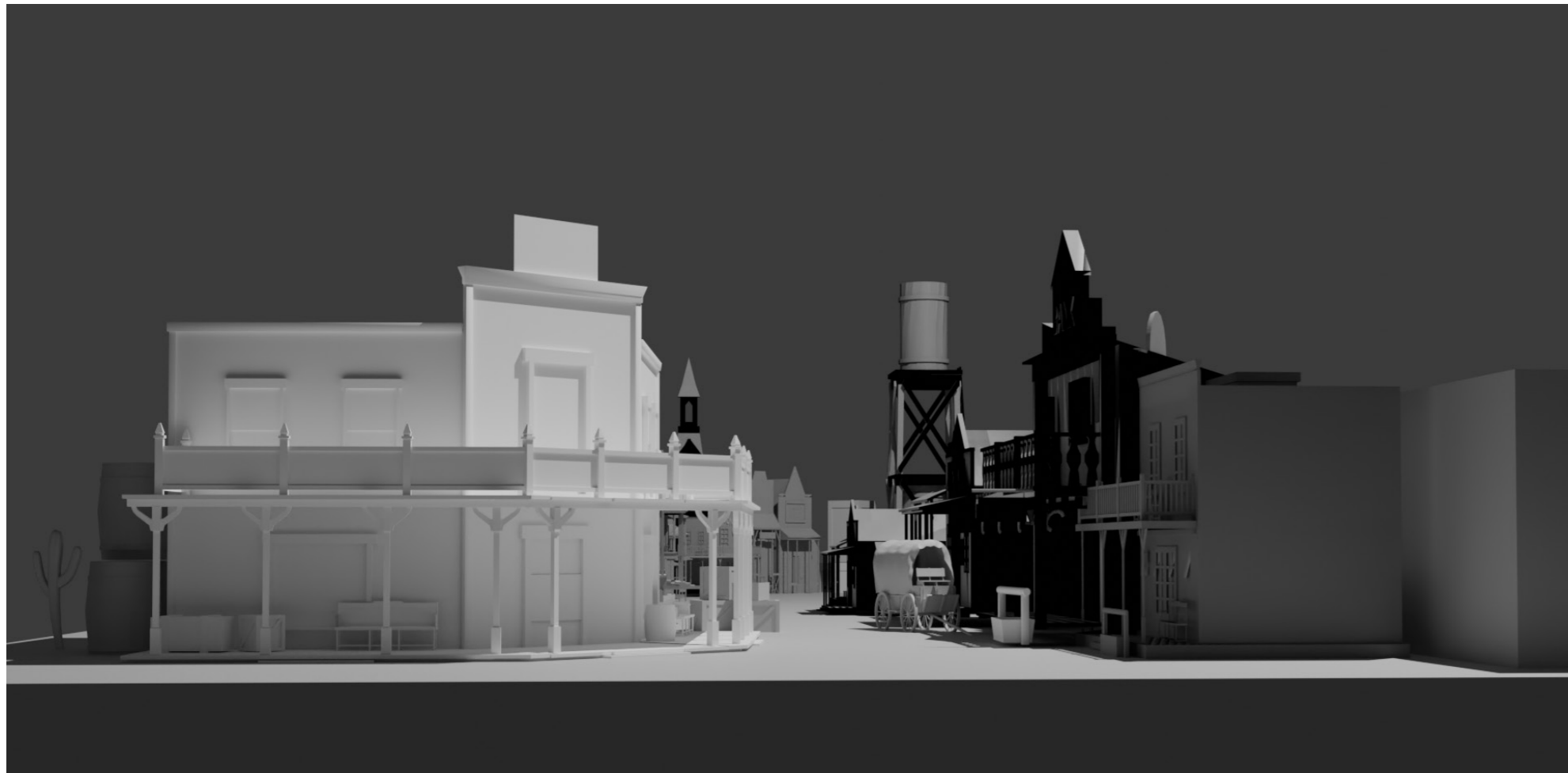
SLOGAN: Eternal bounties

MAIN EXPORT: Coal and precious minerals

POPULATION: 616









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