

# Character Profiles

[Skrap](#)

[Radish](#)

[TV](#)

[Jackalope](#)

[Bird](#)

[Frog](#)

[Fairy](#)

[Clown](#)

[Otters](#)

# Skrap

Small rat-like cat who collects and lives in garbage. Generally a selfish little bastard but can be reasoned with if there's something in it for him. Awfully rude to everyone but will stick up for those he deems friends.

**Residence:** Various areas of the Junkyard.

**Favourite Food:** Rotten Fish served with cobweb.



## Background

You could say he's a leaf on the wind but that would imply some level of virtuousness. Originally discovered rummaging around the backstreets of crime ridden New York, his presence has been noted rummaging around in almost all of the worlds most prestigious landfills and junkyards.

For some reason he is sticking around in your local Junkyard for longer than his legend would suggest. Maybe you remind him of his old friend (singular, he's only had one). Sometimes he will mention this friend and how they used to make even better beverages than New York's bin juice.

## Specific Characteristics and Trivia

- Skrap has an abnormally large sewn together mouth on his chest. We can only assume it's for eating bigger pieces of garbage that he can't eat normally.
- Despite having traveled all around the world, Skrap still retains his New York accent, perhaps it just feels the most natural for his personality.
- Lives by the ethos that every man's trash is his treasure and he will have it.



## Dialogue Samples

- "Hey bud, it's me your pal Skrap here!"
- "Hey hey HEY! Don't throw that in the river! At least put the damn thing in the bin!"
- "Can't ya see I'm kinda busy here! Unless you've got somethin valuable to sell me, get lost!"

## Likes and Dislikes

- Automatically likes any food made with well out of date or ungodly ingredients.
- Dislikes any food made with particularly fresh ingredients, especially anything with a typically pleasant fragrance.

## Story

Yet to come.

## Schedule

<b>Regular Day</b>	<b>9pm</b>	Emerges from a random junk pile in the Junkyard (Has a chance to add random Junk item to his trade list). Searches the Junkyard. (every 0-1 hours selects a new spot to rummage around in the <i>Junkyard</i> ).
	<b>1am</b>	Walks to the beach.
	<b>1:30am</b>	Arrives at beach, searches for washed up junk.
	<b>2:30am</b>	Walks back to Junkyard.
	<b>3am</b>	Arrives at Junkyard, selects junkpile, goes to sleep in it. (Has a chance to remove a random junk item from his trade list)

<b>Monday/Tuesday</b>	Does not appear. Cats don't like Mondays.	
<b>Tuesday/Wednesday</b>	Regular Day	
<b>Wednesday/Thursday</b> <b>+20% Appearance Chance</b>	<b>9pm</b>	Emerges from a random junk pile in the Junkyard and walks to the northern cave west entrance.
	<b>11pm</b>	Enters northern cave west entrance digs in random spots around the cave.
	<b>1am</b>	Exits northern cave east entrance then walks to the player's house.
	<b>2am</b>	Steals items from the player's bin then walks back to Junkyard and adds a stolen item to his trade list.
	<b>4am</b>	Has a chance to add a cave crystal to his trade list. Chooses a junk pile, goes to sleep in it.
<b>Thursday/Friday</b>	Regular Day	
<b>Friday/Saturday</b> <b>-20% Appearance Chance</b>	<b>9pm</b>	Emerges from random junkpile in the Junkyard. Searches the Junkyard. (every 0-1 hours selects a new spot to rummage around in the <i>Junkyard</i> ).
	<b>11pm</b>	Picks a random NPC, walks to their house.
	<b>11:30pm-3am</b>	Arrives at NPC house, steals Item from their bin. Adds this item to his trade list. Walks back to Junkyard.
	<b>12pm-7am</b>	Arrives at Junkyard, selects junkpile, goes to sleep in it. (Has a chance to remove a random junk item from his trade list)
<b>Saturday/Sunday</b>	Regular Day	

<b>Sunday/Monday</b> <b>+50% Appearance Chance</b>	<b>2am</b>	Emerges from a random junk pile in the Junkyard and walks to the beach.
	<b>2:30am</b>	Arrives at the beach then walks up and down the beach digging in random spots.
	<b>6am</b>	Walks back to Junkyard.
	<b>6:30am</b>	Sits next to a junk pile and adds rare junk Item to his trade list.

# Radish

A literal sentient radish who lives in an isolated vegetable patch with a small hut. A simple guy who doesn't like company too much and gets angered easily when bothered. Quite distrustful of others and generally likes to do things in his own way even if it seems illogical to others.

**Residence:** Hermit Hut/Vegetable Patch.

**Favourite Food:** Meat.



## Background

Radish wasn't always anti-social, and used to be a part of a close-knit community of friends. Years ago the bridge to his home (the only entrance) was destroyed in a storm. He waited many years hoping his friends would find a way to reach him, but they never came and he doesn't know why. Over the years, with a growing disappointment towards these so called friends, his attitude towards others has jaded and he has developed a bitter personality.

Truthfully his dream would be to once again be a part of a loving community, but he would never admit that in fear of provoking old scars. From when the player rebuilds the bridge he is reluctant to engage with the community despite being free to do so, but passively works towards finding excuses for himself to take part which don't break his cold exterior.

## Specific Characteristics and Trivia

- The player actually meets Radish when accidentally pulling him out of the dirt of his vegetable patch (he just looks like a bigger regular radish), he seems to spend a high proportion of his time burying himself here.
- He almost always makes meaningless excuses for why he attends community events such as the Picnic, often stating he is just here for the food or he happened to be walking nearby (which makes no sense since he rarely leaves his home).
- Until eventually agreeing to accept a fishing rod, will try to fish with a pitchfork. It's kind of worked for him for years so why change now you know.



## Dialogue Samples

- “Sup mate, who ar yu? I was kinda slepin ther bro, what is it that got yu wakin me up?”
- “What da hel! Im goin bac to sleep, bugger off!”

## Likes and Dislikes

- Will not eat vegetables, considers it cannibalism.
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## Story

- Initially starting out with a spiked personality, slowly reforms over the course of the story, becoming more accepting of others and joining in with the community.

Yet to come.

## Schedule

<b>Regular Day</b>	<b>8pm</b>	Selects spot in vegetable patch, buries himself in it.
	<b>11pm</b>	walks to his hut, grabs a watering can, fills it up at the river and waters his vegetable patch.
	<b>12pm</b>	Returns watering can to hut. Selects spot in vegetable patch, buries himself in it.
	<b>4am</b>	Walks to his hut grabs a fishing instrument, walks to the river, tries to fish.
	<b>6am</b>	Returns fishing instrument to hut. Selects spot in vegetable patch, buries himself in it.

<b>Monday/Tuesday</b>	Regular Day
<b>Tuesday/Wednesday</b>	Regular Day
<b>Wednesday/Thursday</b>	Regular Day
<b>Thursday/Friday</b>	Regular Day
<b>Friday/Saturday</b>	Regular Day
<b>Saturday/Sunday</b>	Regular Day
<b>Sunday/Monday</b>	Regular Day



# TV

An abandoned CRT TV containing a seemingly sentient AI found in the Junkyard. Very optimistic and naive about everything, not fully understanding when something isn't feasible when the answer seems clear to them based on their knowledge. Extremely literal, using actual dictionary definitions to understand what others mean. Mathematically calculates all of their responses.

**Residence:** Junkyard.

**Favourite Food:** VHS Tapes.



## Background

No one is sure how long they have been sitting in the Junkyard, and have possibly been buried under copious amounts of rubbish for decades. Their wholesome and childlike “personality” likely seems to be a result of this extended period of loneliness.

They are desperate to make friends and live what it deems as a fulfilling life. They have been waiting for an opportunity to put themselves out there for a very long time, spending countless hours running simulations of potential conversations and interactions they hoped to have one day.

## Specific Characteristics and Trivia

- Fully believes in their consciousness, acting as if TV's are a wild species just like everyone else, denying any evidence suggesting otherwise.
- Their database and dictionary, whilst technically correct, have very strange and unhinged definitions for almost everything which can lead to wild misunderstandings and confusing moments.
- Can't attend the Picnic until the Player finds a way to move them to the Picnic Area manually or broadcast a connection to a monitor for them to connect to.
- Uses lots of emojis to express their emotions. Smiles a lot.

## Dialogue Samples

- “Of course TVs are a species :) ... ha, ha, ha... It is funny when a character is missing obvious context :D”

- “Unknown word (Trade)... accessing dictionary... an interaction between creatures where multiple parties can acquire valuable resources from each other without initiating a battle to the death.” “Calculating chance of survival in combat: 2%... Yes let us trade fellow creature :)”
- “Enter mode: Beg... Please do not engage combat, my survival chance is very low :(.

## Likes and Dislikes

- Would love to eat what everyone else is having, but they can't actually eat regular food. (tells the player it's ok to shove food in it's VHS reader which leads to an accident where someone has to clean it out)
- Absolutely loves watching movies and tv which can be uploaded to their system through VHS tapes.

## Story

Yet to come.

## Schedule

<b>Regular Day</b>	<b>12am</b>	Boots up and turns on ready to interact with anyone who walks near.
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<b>Monday/Tuesday</b>	Regular Day
<b>Tuesday/Wednesday</b>	Regular Day
<b>Wednesday/Thursday</b>	Regular Day
<b>Thursday/Friday</b>	Regular Day
<b>Friday/Saturday</b>	Regular Day
<b>Saturday/Sunday</b>	Regular Day
<b>Sunday/Monday</b>	Regular Day

# Jackalope

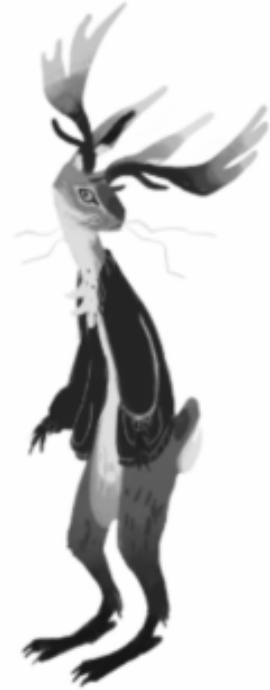
A local lumberjack who lives in the forest. A pretty chill and friendly guy who will help you with odd jobs in return for favours or useful resources. He spends most of his time chopping and planting trees in the forest.

**Residence:** Lumberjack House in the Forest.

**Favourite Food:** Carrots or something else.

## Background

Jackalope stumbled into this area only a couple of years ago with nothing but an axe on his back, stating “this place’ll do I guess”. He pulled out his axe and began chopping trees, and within a week he had immaculately constructed himself a house and a banjo. Even though banjos already exist, he had never seen one before, so from his perspective this is a device of his own invention (however, this doesn’t mean he is anywhere close to mastering it).



## Specific Characteristics and Trivia

- Jackalope is the only automatic source of new trees in the forest, planting a set amount each day.
- If the number of trees in the forest gets too low, jackalope will remind the player to plant some new trees, even offering saplings and acorns to trade if the player needs them. If the player further neglects the forest Jackalope's opinion of the player will diminish.
- When he's not working, Jackalope can often be found practicing playing his banjo outside his house. His banjo is one of his most prized possessions, god forbid it would get lost or stolen (maybe skrap steals his banjo).

## Dialogue Samples

- “This place’ll do I guess”
- “Hey kid the forest is looking a little scarce at the moment, do ya think you could plant some more trees? I’ll trade ya some acorns if you need em.”
- “There’s not enough trees! What am I supposed to do if there’s no trees! My forest is turning into a field, it’s not your fault is it? Here’s some acorns if you want to help me out.

## Likes and Dislikes

- Loves carrots, kinda obvious this one, or maybe subverting this would be funny.
- Doesn’t like fish, only eats veggies.

# Story

Yet to come.

# Schedule

<b>Regular Day</b>	<b>8pm</b>	Sits on the porch chair and plays banjo.
	<b>9pm</b>	Walks into his house and goes to bed.
	<b>3am</b>	Exits house and either begins chopping trees, or chopping logs at the stump (does whatever he didn't do yesterday).
	<b>5:30am</b>	Walks around the forest planting trees in open areas.

<b>Monday/Tuesday</b>	<b>8pm</b>	Walks to the players house.
	<b>8:30pm</b>	Arrives at the players house and hangs around. If the player is present, will say hello and ask if there is any DIY he can help with at the moment.
	<b>10pm</b>	Walks back to his house.
	<b>10:30pm</b>	Arrives at his house and goes to bed.
	<b>4am</b>	Exits house and walks around the forest planting trees
<b>Tuesday/Wednesday</b>	Regular Day	
<b>Wednesday/Thursday</b>	Regular Day	
<b>Thursday/Friday</b>	Regular Day (will not work on a job)	
<b>Friday/Saturday</b>	Regular Day	
<b>Saturday/Sunday</b> <b>+40% Appearance Chance</b>	<b>8pm</b>	Sits on the porch chair and practises the banjo.
	<b>11pm</b>	Walks into his house and goes to bed.
	<b>5am</b>	Exits his house and sits on the porch chair to play his banjo.
<b>Sunday/Monday</b>	Regular Day	

<b>Regular Day (if he has a job to work on)</b>	<b>8pm</b>	Sits on the porch chair and plays banjo.
	<b>9pm</b>	Walks into his house and goes to bed.
	<b>2am</b>	Exits house and walks to the location of his construction job (e.g. the bridge to Radish)
	<b>3-6am</b>	Arrives at the location and begins working.

# Bird

Friendly neighbourhood watchmen, keeps an eye on the region making sure all the local residents are safe. Lives in a big tree on top of the northern cave, their perch granting them the best view in town. Frequently checks in with most residents and has a good idea of everyone's general schedules. Outwardly projects a lot of confidence, but actually carries a lot of anxiety and worry about the safety and comfort of the locals, and about their capability as a watchmen.



**Residence:** Northern Tree House.

**Favourite Food:** Salmon Sandwich.

## Background

Has lived in the area all of their life, feels responsible for protecting it and its residents. Comes from a line of well respected birds, and wishes to live up to their legacy. They try really hard to come off confident and capable, just like their father used to be, but stresses a lot about every little thing that could happen.

## Specific Characteristics and Trivia

- Will give the player information about other character's regular schedules when asked.
- Isn't actually aware of Radish's existence, their schedules somehow just never lined up.
- Will save the player when they fall in the river.

## Dialogue Samples

- "Oh hel... what? Is that guy stealing from Jackalopes bin? Is stealing rubbish a crime? Well I'll ask Jackalope about it later. Hello there, here to report something? I didn't miss someone falling in the river did I?"
- "Be careful friend, if I wasn't here to save you the river would've washed you out to sea, I don't think I'd be able to cope with that"

## Likes and Dislikes

- Loves bread and sandwiches.

# Story

Yet to come.



## Schedule

<b>Regular Day</b>	<b>8pm</b>	Exits their house and flies up to their watching perch, looking over the region.
	<b>11pm</b>	Flies down to the Player's house and hangs around, if the player is there, asks how things are going and what they are up to.
	<b>12:30am</b>	Flies back to their perch and looks over the region.
	<b>4am</b>	Performs an anti-clockwise swoop around the neighbourhood, stopping off at character's houses briefly if they are around to check in on them.
	<b>7am</b>	Return to their perch, looking over the region.

<b>Monday/Tuesday</b>	
<b>Tuesday/Wednesday</b>	
<b>Wednesday/Thursday</b>	
<b>Thursday/Friday</b>	
<b>Friday/Saturday</b>	
<b>Saturday/Sunday</b>	
<b>Sunday/Monday</b>	

# Frog

A wandering frog who explores a lot and socialises with almost everyone in the area. Met in a different place every single day and first found on the end of the Player's fishing rod. Very friendly and will chat about all of the local drama and goings on, the best kind of friend with a shoulder to cry on. Non-judgemental and gives sage advice.

**Residence:** Carries camping gear with them, also stays at others houses some nights.

**Favourite Food:** Tea.



## Background

Has been wandering for many years and has ended up sticking around here, taking a liking to the friends they have made here and the unique plants and tea ingredients native to the region. They have quite a busy schedule, as they have lots of friends to keep up with and new places to explore.

## Specific Characteristics and Trivia

- Will happily talk about what certain characters' opinions of the Player are when asked.
- Sometimes disappears entirely for a while, probably gone on an adventure further out than normal or catching up with a friend who lives far away.
- Goes on a lot of tangents in conversation, often bringing up old adventures or experiences they have had.

## Dialogue Samples

- "SURPRISE! Ahaha sorry didn't mean to startle you, like how I assume you didn't mean to startle me by fishing me out the river."
- "Jackalope seems excited to see you at the moment! You should definitely go to see him when you next get the chance!"

## Likes and Dislikes

- Likes all warm beverages and any food with feel good vibes.
- Doesn't like disgusting looking or gross food.

# Story

Yet to come.

## Schedule

<b>Regular Day</b>	<b>8pm</b>	Appears in one of many different spots selected at random. Stands or sits around there for the rest of the day.
	<b>Xpm/am</b>	Once interacted with, Frog will say "see ya round!" and then walk off screen (or jumps in the water or something). Frog is now gone for that day.

<b>Monday/Tuesday</b>	
<b>Tuesday/Wednesday</b>	
<b>Wednesday/Thursday</b>	
<b>Thursday/Friday</b>	
<b>Friday/Saturday</b>	
<b>Saturday/Sunday</b>	
<b>Sunday/Monday</b>	

# Fairy

A fairy from the mushroom grove who makes potions and procures rare ingredients.

## Background

Lives alone in the mushroom forest foraging the glowing mushrooms and has done so for some time. Good friends with frog

## Specific Characteristics and Trivia

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## Dialogue Samples

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## Likes and Dislikes

- 

## Story

Yet to come.

# Schedule

<b>Regular Day</b>	
<b>Monday/Tuesday</b>	
<b>Tuesday/Wednesday</b>	
<b>Wednesday/Thursday</b>	
<b>Thursday/Friday</b>	
<b>Friday/Saturday</b>	
<b>Saturday/Sunday</b>	
<b>Sunday/Monday</b>	

# Clown

Just a little funny guy, the travelling circus comes to town at the weekends

## Background

## Specific Characteristics and Trivia

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## Dialogue Samples

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## Likes and Dislikes

- 

## Story

Yet to come.



# Schedule

<b>Regular Day</b>	
<b>Monday/Tuesday</b>	
<b>Tuesday/Wednesday</b>	
<b>Wednesday/Thursday</b>	
<b>Thursday/Friday</b>	
<b>Friday/Saturday</b>	
<b>Saturday/Sunday</b>	
<b>Sunday/Monday</b>	



## Game Name ideas

- Hearts picnic
- Lonely hearts
- Fellowship
- Fellows of the Woods

# Otters

Family of otters, a couple with 2 young children. One of them goes out to sea fishing and brings back loads of fish to trade and the other stays back as the fishmonger. As a family they really appreciate toys and other amenities which allow them to do things together.

## Background

A fairly young family who moved into the area a couple of years ago. They decided to settle here once they had their first child since they thought it would be a nice place for their children to grow up. Whilst acquainted with the more sociable inhabitants of the region, they are not particularly sociable with the other creatures around, preferring to spend time with each other as a family.

## Specific Characteristics and Trivia

- They all turn up to the Picnic together as a family.
- Sharing an interest in fish, the otter family serves as a direct parallel to Radish, supporting each other in everything they do and appreciating each other's company, compared to Radish's voluntary loneliness. Perhaps Radish's story is partially progressed by increasing the time he spends around them.
- On certain days of the week one of the otter parents will set out to sea fishing. If the player has reached a high enough friendship level and arrives at the right time, they can go with the otter on their boat and fish out at sea to catch special fish.
- The children like to run around the beach and play in the water, sometimes they go as far as the junkyard and get yelled at by Skrap or talk to the TV who tells them something definitely not true (but they believe everything they say).

## Dialogue Samples

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## Likes and Dislikes

- They all love fish.

## Story

Yet to come.

# Schedule

<b>Regular Day</b>	
<b>Monday/Tuesday</b>	
<b>Tuesday/Wednesday</b>	
<b>Wednesday/Thursday</b>	
<b>Thursday/Friday</b>	
<b>Friday/Saturday</b>	
<b>Saturday/Sunday</b>	
<b>Sunday/Monday</b>	