

Assignment 1 - Character Design

Detective/Puzzle Game

Third Person

Primary Playable Character



Name: Agent Nine (Jane)

Age: 31

Sex & Gender: Female

Race/Origin: White/Novan (Human)

Important Visual: Stark white gas mask and top hat

Alignment: Neutral Good

Affiliation/Team/Organization: Doma (Government)

Archetype/Inspiration Character: Din Djarin (The Mandalorian)

3-4 keywords: Calculated, resourceful, patriotic, righteous

Wants/Needs/Motivation: To carry out her duty, to uphold the moral good, to safeguard the city

Other character relationships: Is loyal to the leadership of the Doma (government), has a family (husband and son) that aren't public knowledge, her friends don't know the details of her occupation, her colleagues respect and partially fear her due to her record and abilities

Summary that best describes your character: Morally righteous government agent

Voice Notes: When in the helmet; her voice is deep and garbled, it's meant to be intimidating to her enemies. Her sentences are short and mostly devoid of humanity. She is here to do a job, not be anyone's friend. When out of the helmet, she is a kind, empathetic, considerate and very different person.

Audio Voice Quality: In the helmet: garbled, deep, threatening and almost robotic (think Half Life 2 Combine). When out of the helmet; gentle, elegant and unassuming, and using longer sentences.

Quote: “It’s not a job, it’s a duty. I can do it, so I will do it. Don’t be a problem, and you won’t become my problem.”

Biography/Background: Born into a working class family and joining the military directly after school, Jane showed natural leadership, self-sufficiency, adaptability, and unquestioning professionalism even when given the most arduous tasks. The Doma observed her skills and offered her the honour to join the “Cold Guns”, the unofficial name for the investigative and interventionist unit that answers directly to the head of government.

Jane, now under the designation of Agent Nine, is one of a dozen elite agents whose primary directive is to preserve the Human Realm from both internal and external harm. As Agent Nine, Jane quickly proved her capability despite being one of the youngest ever recruits for the Cold Guns.

All agents have their identities kept secret, with very few key people knowing the full details of every agent. This allowed Jane to continue having a normal life, although it had to work around her duties as an agent.

She found a partner in David, someone who seemed to understand what Jane did, without it having to be explicitly said. Together they had a child, and to everyone around them, they appear to be just like any other family. Jane’s friends know she works for the Doma, but she’s never elaborated on what exactly it is she does, instead usually steering the conversation to a different, more interesting topic. Jane continues to balance this life of being there for her family, whilst also being a guardian for her city.

Unique Look, Iconic Weaponry/Ability, or Core Gameplay:

Unique Look: The infamous Cold Gun gas mask, presented in stark white with glassy dark eyes. It is bulletproof and filters out all toxins, allowing the wearer to operate in any environment. The mask serves as a sign of reassurance to those who trust in the government, and a sign of fear to those who oppose it.

Weaponry/Ability: Modified Blunderbuss; Originally a ceremonial weapon, the standard issue blunderbuss was updated for the modern world with a drastically improved range and agnostic load chamber - allowing it to take multiple ammo types, making it a significantly more versatile weapon.

Core Gameplay: “Cold/Gun Instinct”; The agents helmet’s two settings. “Cold Instinct” is an analysis mode that aids in investigation missions (highlights fingerprints, foot prints, access points, recently moved items), and “Gun Instinct” which is a combat mode that prioritises highlighting enemy locations, escape routes, and tactical summaries.

Additional Info:

- Most people don't know Agent Nine is female due to her masks garbled voice
- Agent Nine's attire (normally a full black three piece suit) conceals a powered exo-skeleton which provides her with significantly increased strength, speed and protection
- As a child her family was saved from being on the streets thanks to a short lived government program to reduce homelessness - this left a lasting impression on her
- Average agent service time is six years - Agent Nine has served for twelve
- Has numerous gadgets/items stashed in various compartments of her attire allowing her to deal with a range of situations
- Started her career as a border patrol guard, fending off attacks from both human and non-human enemies
- Hates killing although her role requires the use of lethal force if necessary - Agent Nine always tries to make sure it isn't necessary
- Dreams of having a large family as she grew up as an only child
- Has strategised for almost any eventual scenario - including how to proceed if she had to take out another Cold Gun
- Plays up the fear of the Cold Gun image when encountering enemy threats - this helps damage the morale of the enemy force